DAGGERHEART

HOPE & FEAR

EXPANSION

DAGGERHEART

HOPE & FEAR

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INTRODUCTION

WELCOME TO HOPE & FEAR

Daggerheart: Hope & Fear *is an expansion that provides additional content for players and GMs who own the* Daggerheart Core Set.

A DAGGERHEART EXPANSION

We're so glad you're here. This book is an expansion, and therefore assumes you own the *Daggerheart Core Set* and are looking for more content to include in your campaigns. Since the game launched, our team has been very excited to continue building for the system, and we hope this expansion helps enhance your Daggerheart games. As always, the golden rule applies to all the work we've done here: Use what brings your table joy, and leave behind what doesn't.

WHAT'S INCLUDED IN THIS EXPANSION?

Hope & Fear provides the following collection of new material to supplement the *Daggerheart Core Set*:

- The **Dread** domain
- The **assassin**, **brawler**, **warlock**, and **witch** classes
- Six **ancestries** and six **communities**
- A set of **transformations** available for characters: the demigod, ghost, reanimated, shapeshifter, vampire, and werewolf
- A collection of **equipment** and **loot**
- Numerous **adversaries** and **environments**
- Four **campaign frames**

HOW SHOULD I IMPLEMENT THESE ELEMENTS?

All aspects of this book are intended as additional options for your table to choose from or use when playing Daggerheart. As always, the GM should decide which elements fit the style of the campaign they're running and offer those options to their players. Just because they're in this book doesn't mean they should automatically be added to every campaign.

If you're playing or running Daggerheart for the first time, we recommend beginning with the core set. The elements included in this expansion are designed to build on the choices and complexity of the base game in a way that might not be as easy to navigate for a first-time GM or player. For example, including all twenty-four ancestry options or all thirteen class options at character creation for a first-time group can feel very overwhelming. Consider implementing new options from *Hope & Fear* after you have at least a few games of Daggerheart under your belt.

DREAD DOMAIN

Some class options in this book use a domain called Dread. Dread is the domain of nightmares and fear. Those who choose this path can call forth monstrosities, enfeeble their foes, and channel terrifying magic to destroy their enemies. Dread grants its adherents power over forces most are too afraid to employ.

Dread domain cards are included in this expansion, and the Dread domain features can additionally be found in the appendix on page 180.

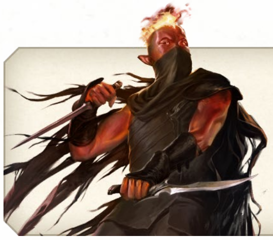
CHAPTER ONE:
CHARACTER OPTIONS

The following character options are available to add to your game.

CLASSES

ASSASSIN

Subclasses: *Executioners Guild or Poisoners Guild*



Play the Executioners Guild if you want to strike down your targets with lethal precision.

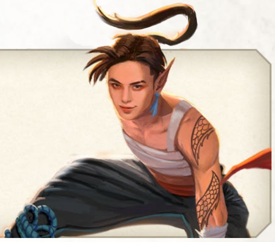
Play the Poisoners Guild if you want to debilitate your targets with punishing afflictions.

BRAWLER

Subclasses: *Juggernaut or Martial Artist*

Play the Juggernaut if you want to pulverize your opponents with crushing blows.

Play the Martial Artist if you want to use a variety of fighting styles to eliminate your foes.

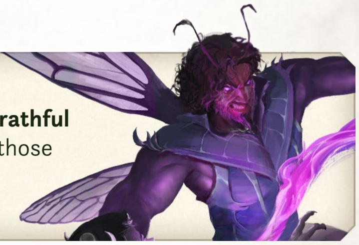


WARLOCK

Subclasses: *Pact of the Endless or Pact of the Wrathful*

Play the Pact of the Endless if you want to stand strong against enemies and avoid death.

Play the Pact of the Wrathful if you want to destroy those who act against you.



WITCH

Subclasses: *Hedge or Moon*

Play the Hedge if you want to use your craft to empower yourself and your party.

Play the Moon if you want to embody celestial power to amplify your magic.

ASSASSIN

Assassins are masters at inflicting deadly injuries with precise strikes. Unlike those who wield violence as only a means to an end, assassins approach death as a profession. Many members of this class believe theirs is a worthy, if not sacred, trade, and some join guilds to hone their craft, define their beliefs, and earn money. People from all walks of life hire assassins for their skills: powerful rulers looking to avoid all-out war, business leaders seeking to eliminate the competition, and even average people hoping to settle a grudge. Often, an assassin is the last resort for killing those previously believed to be unkillable. While some of these deadly professionals will destroy anyone in their path for the right reasons or the right price, others hold strict moral codes or personal rules that dictate their targets. Those who end up the target of an assassin should count themselves among the dead.

DOMAINS

Blade and Midnight

STARTING EVASION

12

STARTING HIT POINTS

5

CLASS ITEMS

A list of names with several marked off or a rusted blade inscribed with an insignia

ASSASSIN'S HOPE FEATURE

Deadly Determination: **Spend 3 Hope** to clear 2 Stress.

CLASS FEATURES

Marked for Death

On a successful weapon attack, you can **mark a Stress** to make the target *Marked for Death*. When you deal damage to a target you've *Marked for Death*, add a number of **d4s** equal to your tier to the damage roll.

You can have only one adversary *Marked for Death* at a time. This condition lasts until you take a rest, the current adversary *Marked for Death* is defeated, or the GM spends a number of Fear equal to your tier to clear it.

Get In & Get Out

Spend a Hope to ask the GM for a quick or inconspicuous way into or out of a place you can see. The next roll you make that acts on this information has advantage.

ASSASSIN SUBCLASSES

Choose either the Executioners Guild or Poisoners Guild subclass.

EXECUTIONERS GUILD

Play the Executioners Guild if you want to strike down your targets with lethal precision.

SPELLCAST TRAIT

Agility

FOUNDATION FEATURES

First Strike: The first time in a scene you succeed on an attack, you deal double damage.

Ambush: Your "Marked for Death" feature uses **d6s** instead of d4s.

SPECIALIZATION FEATURES

Death Strike: When you deal Severe damage to a creature, you can **mark a Stress** to force them to mark an additional Hit Point.

Scorpion's Poise: You gain a +2 bonus to your Evasion against attacks made by a creature you've *Marked for Death*.

MASTERY FEATURES

True Strike: Once per long rest when you fail an attack, you can **spend a Hope** to make it a success instead.

Backstab: Your "Marked for Death" feature uses **d8s** instead of d6s.

POISONERS GUILD

Play the Poisoners Guild if you want to debilitate your targets with punishing afflictions.

SPELLCAST TRAIT

Knowledge

FOUNDATION FEATURE

Toxic Concoctions: **Mark a Stress** to place **1d4+1** tokens on this card. When you make a successful weapon attack, you can spend a token to afflict the target with a poison. You know these poisons:

- ***Ghost Petal:*** The target becomes temporarily *Vulnerable*.
- ***Grave Spore:*** The target must also mark a Stress.
- ***Leech Weed:*** You deal an extra **1d6** damage on this attack.

When you take a long rest, clear all unspent tokens.

SPECIALIZATION FEATURES

Poison Compendium: You also know these poisons:

- ***Midnight Vine:*** The target has disadvantage on attack rolls until it marks a Stress to clear this condition.
- ***Gorgon Root:*** The target becomes temporarily *Restrained*.

Twin Fang: When you afflict a target *Marked for Death* with a poison you know, you can spend an additional token to also inflict the effect of a second poison you know.

MASTERY FEATURES

Venomancer: You also know these poisons:

- ***Blight Seed:*** The target gains a −3 penalty to their damage thresholds until the end of the scene. This effect can't stack.
- ***Fear Leaf:*** You deal extra damage equal to the result of your Fear Die on this attack.
- ***Corpse Thorn:*** The target gains disadvantage on reaction rolls until the end of the scene.

Adder's Blessing: You are immune to poisons and other toxins.

BACKGROUND QUESTIONS

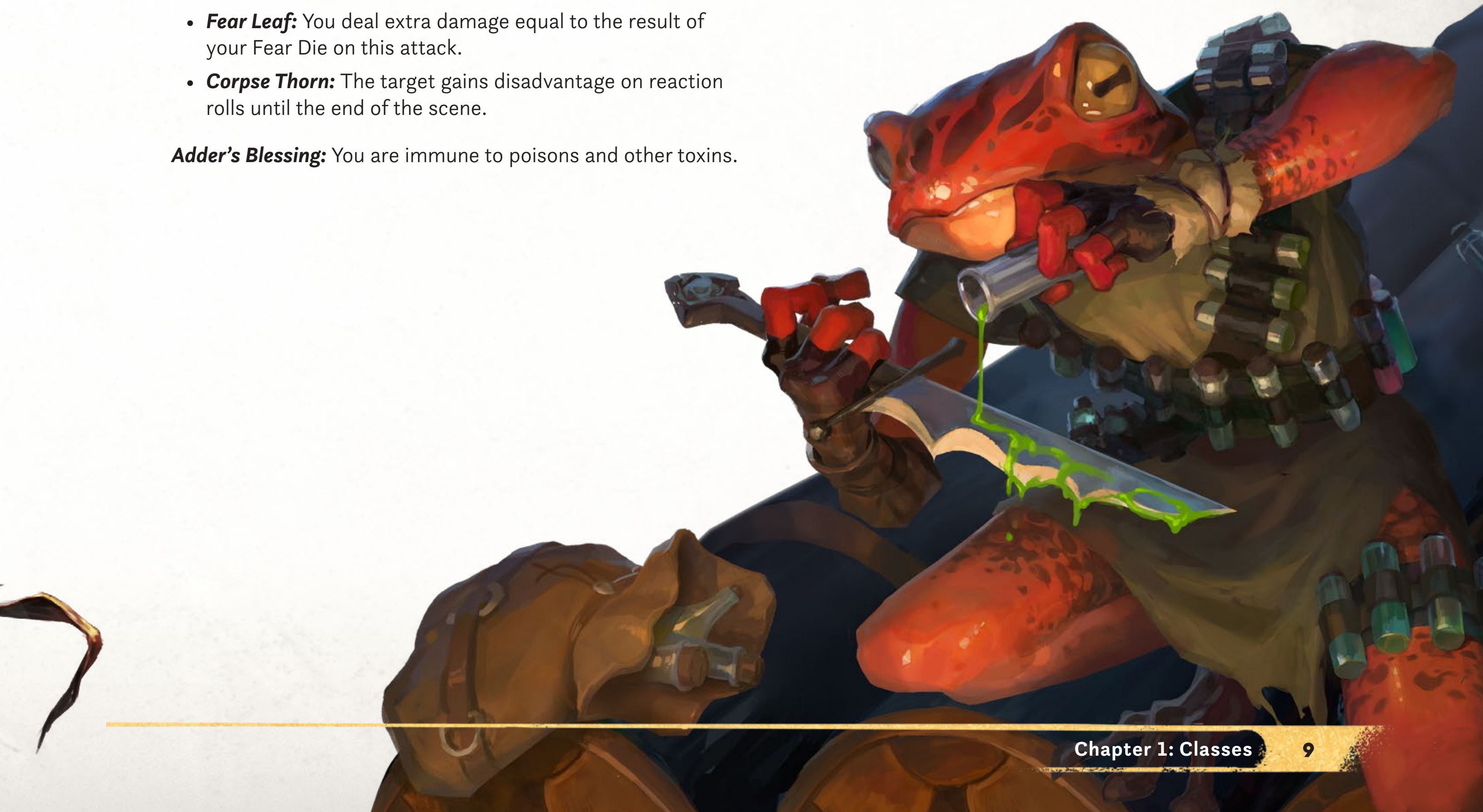
Answer any of the following background questions. You can also create your own questions.

- You once killed someone you were close to. What happened, and how did it change you?
- What organization trained you in the art of killing, and how did you become a member?
- Throughout your career, one target has eluded you. Who are they, and how have they slipped through your fingers?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- I've killed someone for you. Who were they?
- How did you save me when I was on the brink of death? What have I promised you as repayment?
- What secret about myself did I tell you, and how did it change your view of me?



BRAWLER

Experts in unarmed combat, brawlers hone their bodies into lethal weapons. Whether they learned from formal training, studied with a mentor, or picked up their skills one fight at a time, the process is always rigorous as brawlers develop their body and mind to work as one. Brawlers are valued for their power and versatility and typically join a party or a cause when the need or desire arises. Because a brawler's body is their strongest weapon, they typically seek out new challenges or consistent sparring partners so they can maintain their skills and add new techniques to their repertoire. Though they might appear unassuming to those accustomed to foes who are armed to the teeth, brawlers often accomplish more with bare knuckles than an average soldier with a sword.

DOMAINS

Valor and Bone

STARTING EVASION

10

STARTING HIT POINTS

6

CLASS ITEMS

Hand wraps from a mentor or a book about your secret hobby

BRAWLER'S HOPE FEATURE

***Square Up:* Spend 3 Hope** to intimidate a target within Close range, making them temporarily *Vulnerable*.

CLASS FEATURES

I Am the Weapon

Your barehanded attacks are as strong as any blade. You have a primary weapon called Brawler's Strike equipped while you have no other Active Weapons. It uses a trait of your choice, has Melee range, and deals **d8+d6** physical damage using your Proficiency (both the d8 and d6 scale off your Proficiency). While this weapon is active, you gain a +1 bonus to your Evasion.

Combo Strike

After rolling damage on a successful attack with a Melee weapon, you can **mark a Stress** to start a combo strike. When you do, roll your Combo Die and note the result, then continue rolling your Combo Die until the result of your latest roll is lower than the roll that preceded it. You deal extra damage equal to the total of all rolled Combo Die results on this attack. The results can't be modified by any means.

Your Combo Die starts as a **d4**. Once per tier, you can increase your Combo Die by one step as a level advancement option.

BRAWLER SUBCLASSES

Choose either the Juggernaut or Martial Artist subclass.

JUGGERNAUT

Play the Juggernaut if you want to pulverize your opponents with crushing blows.

FOUNDATION FEATURES

Rugged: Gain a permanent +3 bonus to your Severe damage threshold.

Overwhelm: When you succeed on an attack against a target, you can **spend a Hope** to throw the target within Close range or to force them to mark a Stress.

SPECIALIZATION FEATURES

Surrounded: When you make an attack with a Melee weapon, you can **spend any number of Hope** to target an equal number of additional creatures within Melee range.

Eye for an Eye: Once per rest when an adversary within Melee range forces you to mark any number of Hit Points, you can **mark a Stress** to force them to mark the same number of Hit Points.

MASTERY FEATURES

Pummeljoy: When you critically succeed on a Melee weapon attack, you gain an additional Hope, clear an additional Stress, and gain a +1 bonus to your Proficiency for that attack.

Not Done Yet: When you take Severe damage, you can gain a Hope or clear a Stress.

MARTIAL ARTIST

Play the Martial Artist if you want to use a variety of fighting styles to eliminate your foes.

FOUNDATION FEATURE

Stance Fighter: You can channel your inner resolve to shift into martial stances that grant you special benefits in combat.

Take the Martial Stances sheet and choose two martial stances from Tier 1. Each time you level up your character, choose an additional stance from your tier or lower.

SPECIALIZATION FEATURES

Keen Defenses: When you're targeted by an attack, you can **spend a Focus** to gain a bonus to your Evasion equal to your tier against the attack.

Focus Cannon: **Spend a Focus** to make an Instinct Roll against an adversary within Far range. On a success, deal **d20+3** magic damage using your Proficiency.

MASTERY FEATURES

Limit Breaker: Once per rest, you can perform an unbelievable feat of athletic prowess, such as running across water, leaping between distant rooftops, or scaling a building without needing to roll. When you do, gain a Hope and clear a Stress.

Flow State: You can **mark a Stress** instead of spending a Focus to shift into a different stance. Additionally, you can **spend a Focus** instead of marking a Stress to start a combo strike.

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- Where did you spend time during your formative years that taught you, directly or indirectly, how to fight in the style you use?
- What organization has vowed to kill you on sight, and what did you do to invoke their ire?
- Who did you recently lose a fight to that you're desperate for a rematch against?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- What is one thing we're both afraid of?
- What do I rely on you for during our travels? How do you feel about it?
- I still haven't forgiven you for something you said to me. What was it, and why did you say it?

MARTIAL STANCES

When you choose the Martial Artist subclass, take the Martial Stances sheet to track which stances your character knows. You can also track which stance you have active and your current Focus.

STANCES

Stances are special body positionings that enable Martial Artists to attack, react, or defend in combat. Each stance grants your character a different ability, bonus, or feature while active.

You choose two stances from Tier 1 when you first take the Martial Artist's subclass foundation card. Mark the circle next to each to indicate that your character knows and has access to them. Mark a new stance from your tier or below each time you gain a level.

FOCUS

Focus represents your character's poise, clarity, and control. Once per rest during a moment of calm, you can clear your mind and refocus your martial instincts. Clear your Focus track, then roll a number of **d6s** equal to your Instinct and gain Focus equal to the highest result rolled. You can hold a maximum of 6 Focus.

SHIFTING INTO STANCES

You can **spend a Focus** to shift into a martial stance and gain its effects. You can shift only into stances you've marked as known. When you shift into a stance, it's considered your active stance until you drop out of it.

You can't shift into or have more than one active stance at a time. Until you shift into a stance, you are not considered to be in a stance or to have an active stance.

DROPPING OUT OF STANCES

If you are already in a stance when you shift into a different stance, you automatically drop out of the previously active stance. You also drop out of your active stance when you take Severe damage or mark your last Hit Point. Otherwise, you drop out of your active stance at the end of the scene. When you drop out of a stance, you lose any ongoing benefits it provides.

STANCE FEATURES

The following section lists all martial stances by tier.

TIER 1

Favored: Gain a bonus to damage rolls equal to a trait of your choice.

Invigorating: On a successful attack, roll a **d4**. On a result of 4, gain a Focus.

Quick: When you make an attack, you can **spend a Focus** or **mark a Stress** to target another creature within range with that attack.

Reliable: Gain a +1 bonus to your attack rolls.

TIER 2

Aggressive: Gain a −1 penalty to your Evasion. On a successful attack, roll an additional damage die and discard the lowest result.

Anchored: Gain a +2 bonus to your damage thresholds. While in this stance, you can't be moved against your will.

Defensive: Attack rolls targeting you from within Melee range have disadvantage unless the attacker marks a Stress to negate the disadvantage.

Otherworldly: On a successful attack, you can deal physical or magic damage.

TIER 3

Grappling: On a successful attack within Melee range, you can **spend a Focus** or **mark a Stress** to temporarily *Restrain* the target or throw the target up to Close range.

Scary: On a successful attack, the target must mark a Stress.

Stable: You can **spend a Focus** instead of an Armor Slot to reduce damage.

Vigilant: When you are targeted by an attack, you can **mark a Stress** to gain a **d6** bonus to your Evasion against the attack.

TIER 4

Crushing: When you deal Severe damage, you can **spend a Hope** to force the target to mark an additional Hit Point.

Exacting: When you roll a 1 on a damage die, you can treat it as the highest value on the die instead.

***Honed:* Spend a Focus** before you make an attack roll to gain a +1 bonus to your Proficiency for that attack.

Isolating: Gain advantage on attack rolls when there are no other creatures within Very Close range of you or your target.

MARTIAL ARTIST

MARTIAL STANCES

Once per rest during a moment of calm, you can clear your mind and refocus your martial instincts. Clear your Focus track, then roll a number of **d6s** equal to your Instinct and gain Focus equal to the highest result rolled. You can hold a maximum of 6 Focus.

You can **spend a Focus** to shift into a known martial stance, gaining its effects until you take Severe damage, mark your last Hit Point, or shift into a different stance. Otherwise, you drop the stance and end its effects at the end of the scene.

FOCUS: ◇ ◇ ◇ ◇ ◇ ◇

KNOWN	TIER 1
○	***Favored***: Gain a bonus to damage rolls equal to a trait of your choice.
○	***Invigorating:*** On a successful attack, roll a **d4**. On a result of 4, gain a Focus.
○	***Quick***: When you make an attack, you can **spend a Focus** or **mark a Stress** to target another creature within range with that attack.
○	***Reliable***: Gain a +1 bonus to your attack rolls.

KNOWN	TIER 2
○	***Aggressive***: Gain a −1 penalty to your Evasion. On a successful attack, roll an additional damage die and discard the lowest result.
○	***Anchored***: Gain a +2 bonus to your damage thresholds. While in this stance, you can't be moved against your will.
○	***Defensive***: Attack rolls targeting you from within Melee range have disadvantage unless the attacker marks a Stress to negate the disadvantage.
○	***Otherworldly***: On a successful attack, you can deal physical or magic damage.

KNOWN	TIER 3
○	***Grappling***: On a successful attack within Melee range, you can **spend a Focus** or **mark a Stress** to temporarily *Restrain* the target or throw the target up to Close range.
○	***Scary***: On a successful attack, the target must mark a Stress.
○	***Stable***: You can **spend a Focus** instead of an Armor Slot to reduce damage.
○	***Vigilant***: When you are targeted by an attack, you can **mark a Stress** to gain a **d6** bonus to your Evasion against the attack.

KNOWN	TIER 4
○	***Crushing***: When you deal Severe damage, you can **spend a Hope** to force the target to mark an additional Hit Point.
○	***Exacting***: When you roll a 1 on a damage die, you can treat it as the highest value on the die instead.
○	***Honed***: **Spend a Focus** before you make an attack roll to gain a +1 bonus to your Proficiency for that attack.
○	***Isolating***: Gain advantage on attack rolls when there are no other creatures within Very Close range of you or your target.

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WARLOCK

Those who've traded their lives—or perhaps even their souls—to an otherworldly patron in exchange for incredible power are known as warlocks. Often, these mortals have reached a point of desperation that leads them to make this sacrifice: they hope to protect themselves or a loved one, aid their community, seek vengeance, increase their status, or otherwise further their ambitions. The powerful entities they entreat are as varied as the warlocks themselves: gods, spirits, demons, or other beings unknown to even the mortal who makes the pact. The entities each have their own sphere of influence that defines their otherworldly power, and those that collect souls are rarely known for their benevolence. Thus, a warlock's power is defined by the relationship they maintain with their benefactor. Despite their terrifying magic, warlocks might find that someone or something else is pulling their strings.

DOMAINS

Dread and Grace

STARTING EVASION

11

STARTING HIT POINTS

5

CLASS ITEMS

A carving that symbolizes your patron or a ring you can't remove

WARLOCK'S HOPE FEATURE

Patron's Boon: When you fail a roll, you can **spend 3 Hope** to reroll with advantage.

CLASS FEATURES

Patron's Pact

You have committed yourself to a supernatural entity—such as a god, fae, or demon—in exchange for power. Write their name on your character sheet, then work with your GM to determine their sphere of influence (such as Nature, Chaos, Wisdom, Mischief, Love, War, Justice, or Death). Before making an action roll that relates to your patron's sphere of influence, you can **spend a Favor** to call upon their aid, rolling your Patron Die and adding its result to the total. Your Patron Die starts at a **d6** and increases to a **d8** at level 5.

Favor

You start with 3 Favor. You can use a downtime move to show tribute to your patron. Describe how and gain Favor equal to your Spellcast trait. Additionally, when you succeed on an action roll with Hope, you can choose to gain a Favor instead of a Hope.

WARLOCK SUBCLASSES

Choose either the Pact of the Endless or Pact of the Wrathful subclass.

PACT OF THE ENDLESS

Play the Pact of the Endless if you want to stand strong against enemies and avoid death.

SPELLCAST TRAIT

Presence

FOUNDATION FEATURES

Patron's Mantle: **Spend a Favor** to cloak yourself in a terrifying aspect of your Patron that lasts until you take Severe damage or the scene ends. While this effect is active, you gain a bonus to your damage thresholds equal to your tier and have advantage on action rolls to intimidate a target.

Deathless Embrace: Once per rest, **spend any number of Favor** to roll an equal number of Patron Dice. For each result of 4 or higher, clear a Hit Point.

SPECIALIZATION FEATURES

Harrowing Invocation: When an adversary targets you or an ally within Very Close range with an attack, you can **spend a Favor** to give them disadvantage on the roll. If the adversary fails the roll, they must also mark a Stress.

Damage Sink: Once per rest, you can **spend a Favor** to halve incoming damage.

MASTERY FEATURES

Dark Aegis: Once per long rest when you would take damage, you can **spend a Favor** instead of marking Hit Points.

Draining Bane: When an adversary targets you or an ally within Very Close range with an attack, you can **spend a Favor** to *Drain* them. When you do, they must mark a Stress, and you can clear a Stress. While *Drained*, the target uses a **d12** instead of a d20 for attack rolls (including for advantage or disadvantage) until they fail a roll.

SPHERE OF INFLUENCE EXAMPLES

When building a warlock, choose their patron's sphere of influence from the list below or work with the GM to make your own.

Ambition
Artists
Chaos
Darkness
Death
Gamblers
Honor
Justice
Leaders
Love
Mercy
Mischief
Nature
Protectors
Revenge
Scholars
Secrets
Soldiers
Strength
Travelers
Tricksters
Truth
War
Wisdom

PACT OF THE WRATHFUL

Play the Pact of the Wrathful if you want to destroy those who act against you.

SPELLCAST TRAIT

Presence

FOUNDATION FEATURES

***Patron's Fury:* Spend a Favor** to imbue your attacks with your Patron's power until you deal Severe damage or the scene ends. When you roll damage while this effect is active, you also roll a number of Patron Dice equal to your tier and add their total to the damage dealt.

Deadly Vengeance: When you mark any number of Hit Points from an attack, you can **spend a Favor** to roll an equal number of Patron Dice. For each result of 4 or higher, the attacker marks a Hit Point.

SPECIALIZATION FEATURES

***Menacing Reach:* Spend a Favor** to increase the range of your primary weapon by one step (such as Melee to Very Close or Very Close to Close) to a maximum of Very Far range. This effect ends when you make a successful attack with that weapon.

Diminish My Foes: When you succeed with Hope on an action roll against a target, you can **spend any number of Favor** to force the target to mark an equal number of Stress.

MASTERY FEATURES

***Fearsome Attack:* Spend a Favor** to reroll any number of your damage dice. You can continue spending Favor to use this feature on the same damage roll.

Otherworldly Ire: Once per rest when you take damage, you can **spend any number of Favor** to roll that many Patron Dice and target a number of creatures within Close range equal to the highest result. Each target must mark a Hit Point.

BACKGROUND QUESTIONS

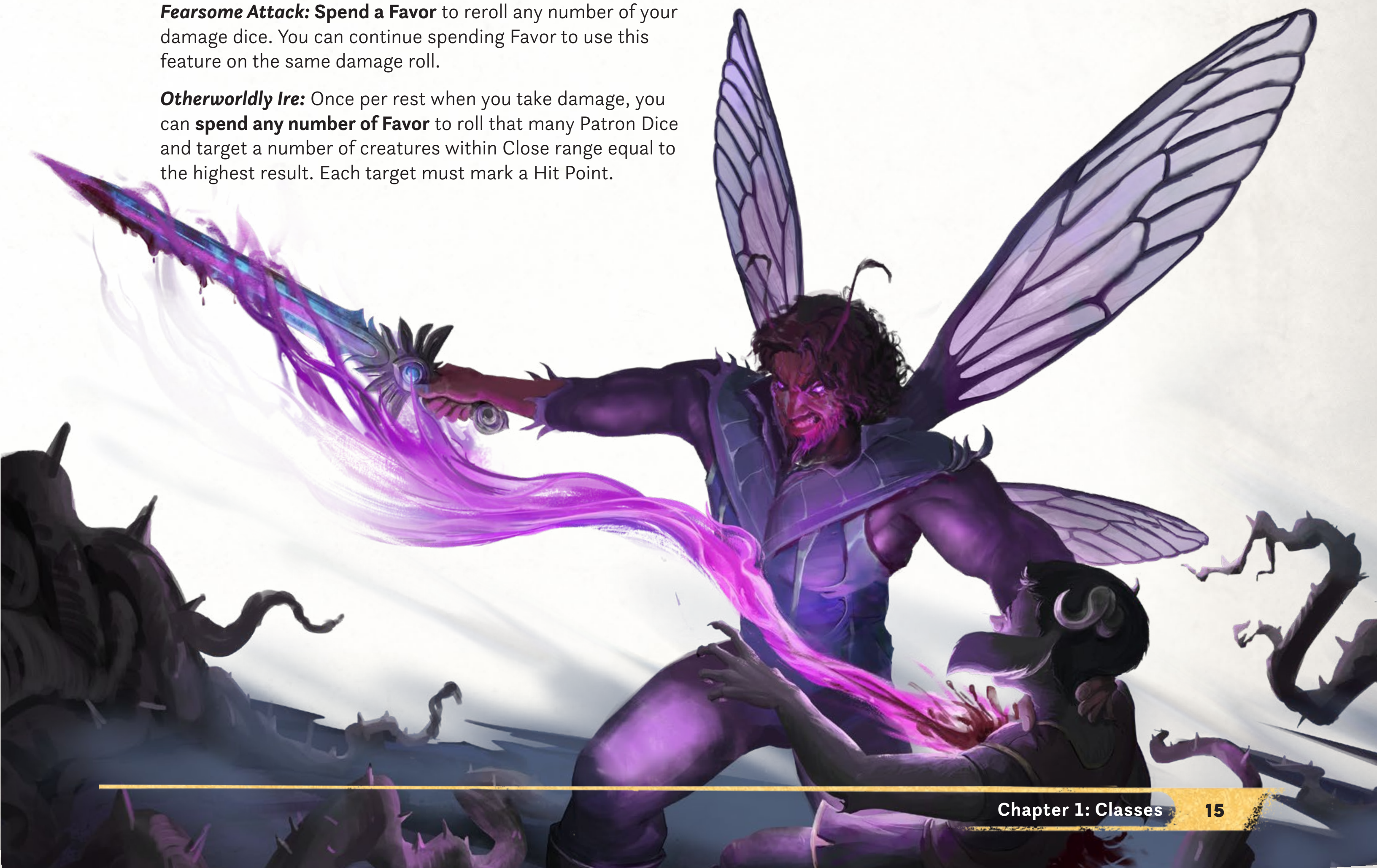
Answer any of the following background questions. You can also create your own questions.

- Who from your community shunned you after you made a pact with your patron?
- What desperate situation led you to pledge your life to your patron?
- Your patron has given you one task you must accomplish above all else. What is it, and why does it worry you?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- Why do you think I confide in you about what my patron says and does?
- Our relationship has changed since you saw me show tribute to my patron. What did you see, and how has it affected you?
- I once did something very foolish, and you've never let me live it down. What was it?



WITCH

Witches are magical practitioners who commune with the forces of nature and entities from realms beyond. These spellcasters call forth power through craft, combining the tangible and ephemeral by casting spells, murmuring incantations, creating talismans, weaving illusions, and maintaining other personalized practices. They can protect their allies and harm their enemies by invoking powerful forces beyond themselves—supernatural beings such as ancestors, deities, or aspects of nature. Often, their magical knowledge is passed down from these entities or through many generations of practitioners who gather in small groups known as covens. Witches are frequently feared and misunderstood, as their methods can appear mysterious, strange, and even macabre to the uninitiated. Whichever path they walk, a witch treads the boundary between light and shadow without fear.

DOMAINS

Sage and Dread

STARTING EVASION

10

STARTING HIT POINTS

6

CLASS ITEMS

A small, harmless pet or a scrying stone

WITCH'S HOPE FEATURE

Witch's Charm: When you or an ally within Far range fails an action roll, you can **spend 3 Hope** to change it into a success with Fear instead.

CLASS FEATURES

Hex

Mark a Stress to temporarily *Hex* a target within Far range. While *Hexed*, the target gains a penalty to their damage rolls and Difficulty equal to your tier. The maximum number of creatures you can *Hex* at one time is equal to your Spellcast trait.

Commune

Once per long rest during a moment of calm, you can commune with an ancestor, a deity, a spirit, or an otherworldly being. Ask them a question, then roll a number of **d6s** equal to your Spellcast trait. Choose one of the results and reference the chart below for the effect.

Roll	Effect
1–3	You taste a flavor, smell a scent, or feel a sensation relevant to the answer.
4–5	You hear sounds or see a vision relevant to the answer.
6	You psychically experience a scene relevant to the answer as if you were there.

WITCH SUBCLASSES

Choose either the Hedge or Moon subclass.

HEDGE

Play the Hedge if you want to use your craft to empower yourself and your party.

SPELLCAST TRAIT

Knowledge

FOUNDATION FEATURES

Herbal Remedies: When you or an ally in the scene clears 1 or more Hit Points or Stress as the result of using a consumable, increase the number cleared by 1.

Enchanted Talisman: Once per rest, you can imbue a small item with your protective essence. **Spend any number of Hope** to place an equal number of tokens on this card. When the person holding the talisman takes damage, spend a token to reduce the number of Hit Points they mark by one. Clear all tokens from this card when you take a rest.

SPECIALIZATION FEATURES

Walk Between Worlds: During a moment of calm, make a **Spellcast Roll (13)**. Once per rest on a success, you can **mark a Stress** to step beyond the veil of death and converse with any nearby spirits. Place a number of tokens equal to your Spellcast trait on this card and remove one each time a spirit answers a question. When the last token is removed or at the end of the scene, you return to the Mortal Realm in the same spot you left it.

Vexing Malison: You have advantage on attacks against *Hexed* creatures.

MASTERY FEATURE

Circle of Power: Once per rest, mark a circle on the ground outlining a Very Close area around you, and place a number of tokens equal to your Spellcast trait on this card. While within this circle, you and your allies gain a +2 bonus to damage thresholds, attack rolls, and Evasion. Remove a token each time you or an ally within the circle makes an action roll or evades an attack. This spell lasts until the last token is removed or you exit the circle.

MOON

Play the Moon if you want to embody celestial power to amplify your magic.

SPELLCAST TRAIT

Instinct

FOUNDATION FEATURE

Night's Glamour: Make a **Spellcast Roll (13)** to *Glamour* yourself in a bewitching facade. While *Glamoured*, you have advantage on rolls that leverage your illusory appearance. Additionally, adversaries within Close range must mark a Stress to attack you.

Unless you **mark a Stress** to maintain your *Glamour*, it drops when you mark a Hit Point or deal damage.

SPECIALIZATION FEATURES

Moonbeam: Once per session, you can conjure a column of moonlight that illuminates the area within Close range until the end of the scene. While bathed in this moonlight, you and your allies gain a +1 bonus to Spellcast Rolls and can see through illusions.

Ire of Pale Light: When a *Hexed* creature within Very Far range fails an attack, they must mark a Stress.

MASTERY FEATURE

Lunar Phases: At the beginning of each session, roll a **d6** and place it on this card. You gain the matching effect until the end of session.

Roll	Phase	Effect
1	New	**Spend a Hope** to negate Minor damage.
2–3	Waxing	+2 to damage rolls
4	Full	+3 to damage thresholds
5–6	Waning	+1 to Evasion

Once per rest, you can **spend a Hope** to increase the value of this die by one. If you increase the value of a 6, it becomes a 1.

BACKGROUND QUESTIONS

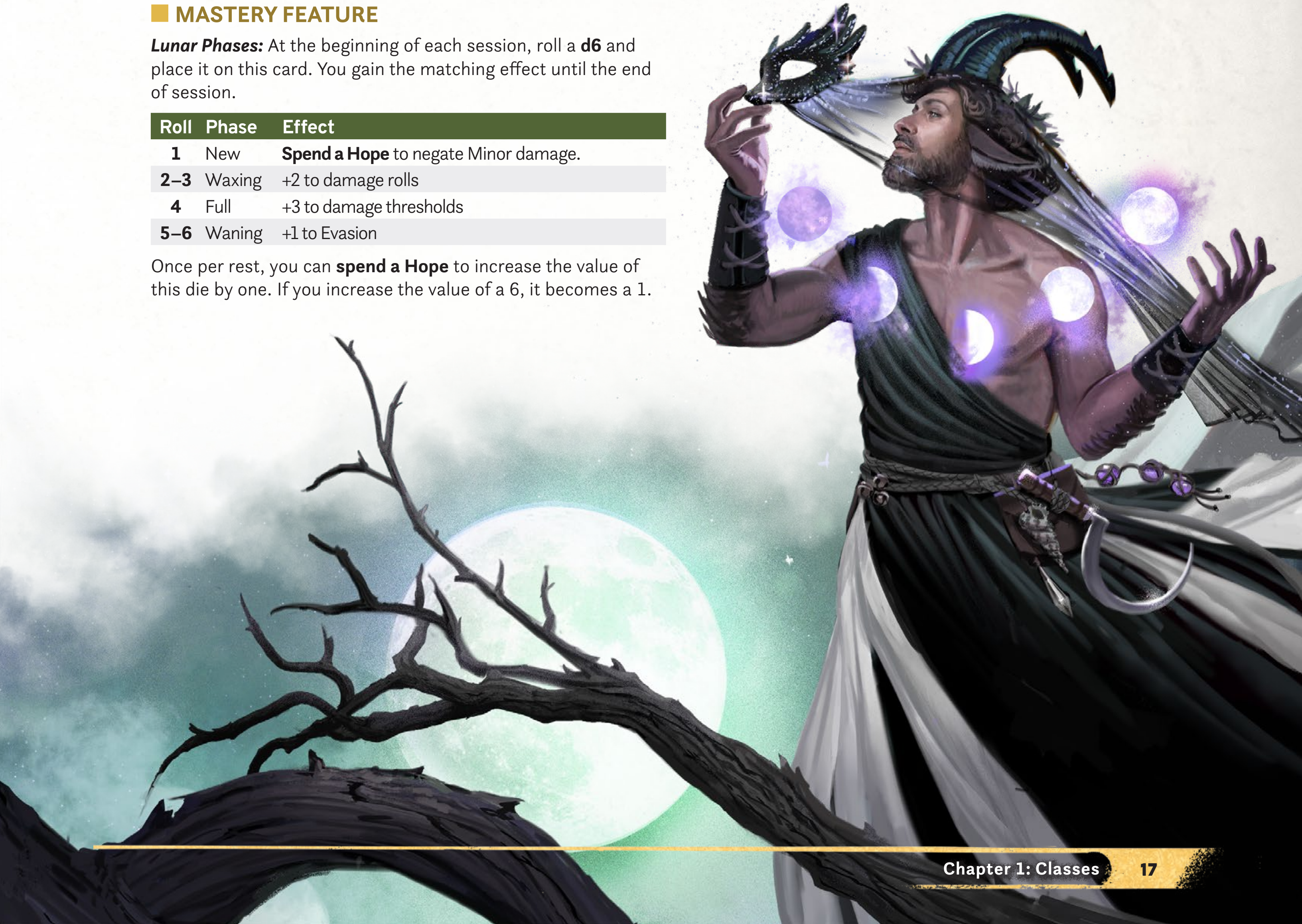
Answer any of the following background questions. You can also create your own questions.

- Who from your community feared your magical craft? What rumor did they spread about you, and what truth did it contain?
- You once used your power to help someone in a dire situation. Who were they, and why did they come to you?
- Your magic once opened a door best left closed. Who or what was on the other side?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- What unique ritual or practice have I taught you that we now perform together?
- I once appeared to you in a dream and shared a vision of the future. What did I tell you?
- What do you typically come to me for advice about?



ANCESTRIES

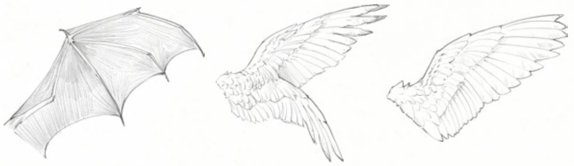
AETHERIS

Aetheris are humanoids most easily recognized by their wings and sacred markings. They are the descendants of angels from the Hallows Above. Aetheris are typically 5 to 7 feet tall, and some may have elongated limbs. They often have vibrantly colored eyes, hair, and skin, though their coloring can include earth tones and pastels. Many members of this ancestry are born with sacred markings—such as glowing sigils or intricate patterns of lines and symbols—but all aetheris develop them as they mature. These symbols change as they age, often because of prophecies, revelations, and divine guidance from the Hallows Above.

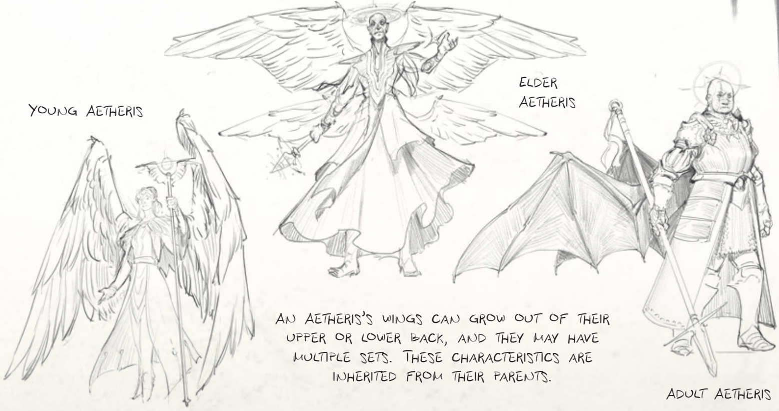
All aetheris have a "hallowed aura" that can manifest voluntarily, such as when they invoke their power, or involuntarily, such as when they feel elation or other strong emotions. When they call forth this radiance, their eyes and bodies might glow, their markings might become more prominent or shift across their skin, or they might have a halo appear atop or around their head. These halos are as unique as a fingerprint and may share similarities with other family members. Perhaps due to their angelic lineage, aetheris usually live for 350 years, and they retain a youthful glow even as they age.

Angels in the Hallows Above

When the New Gods won the Divine War, many Faint Divinities who fought alongside them also came to reside in the Hallows Above. These Faint Divinities are known as "angels" in part because many of them act as messengers to the Mortal Realm on behalf of the New Gods. Stories say angels can pass between the Hallows Above and the Mortal Realm without the need for a personal sacrifice. Others claim that the New Gods merely use the Faint Divinities to make the journeys on their behalf, expending the essence of their lessers in order to avoid paying the cost themselves. For more on the cosmology of Daggerheart, see page 11 of the core rulebook.



THEIR WINGS COME IN A VARIETY OF SHAPES AND SIZES, WITH THE MOST COMMON BEING FEATHERED.

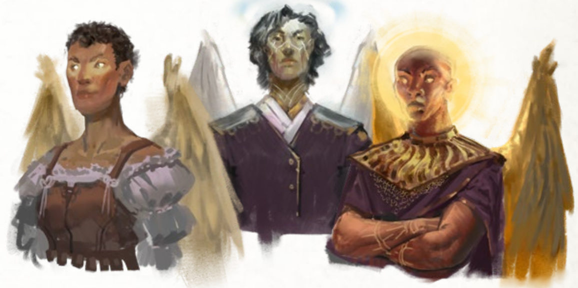


AN AETHERIS'S WINGS CAN GROW OUT OF THEIR UPPER OR LOWER BACK, AND THEY MAY HAVE MULTIPLE SETS. THESE CHARACTERISTICS ARE INHERITED FROM THEIR PARENTS.

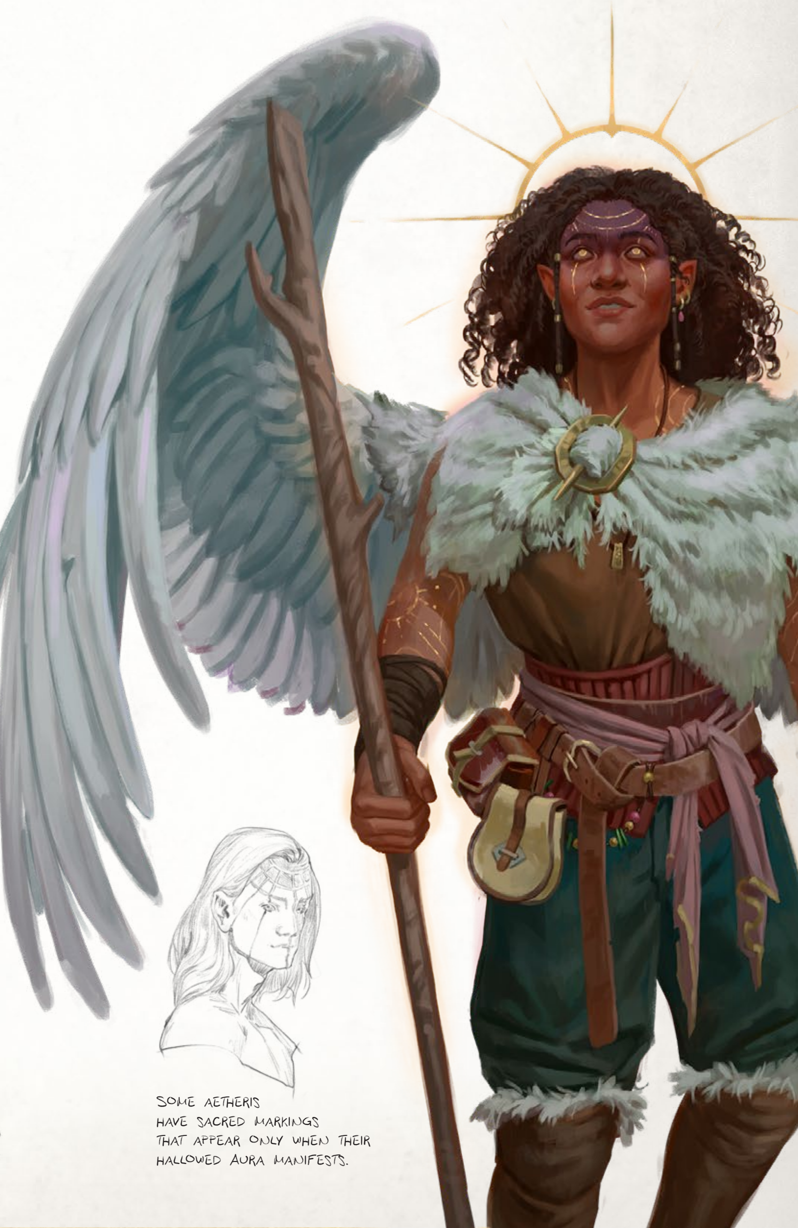
ANCESTRY FEATURES

Hallowed Aura: Once per long rest when an ally within Close range rolls with Fear, you can change it into a roll with Hope instead.

Celestial Wings: You have wings that allow you to fly. Once per scene while flying, you can **spend a Hope** instead of marking an Armor Slot.



AS THEY MATURE, SOME AETHERIS GAIN MORE CONTROL OVER THEIR HALLOWED AURA, ALLOWING THEM TO CALL FORTH ONLY SPECIFIC ASPECTS (SUCH AS THEIR HALO OR GLOWING EYES) FOR MORE SUBTLE EFFECT.



SOME AETHERIS HAVE SACRED MARKINGS THAT APPEAR ONLY WHEN THEIR HALLOWED AURA MANIFESTS.

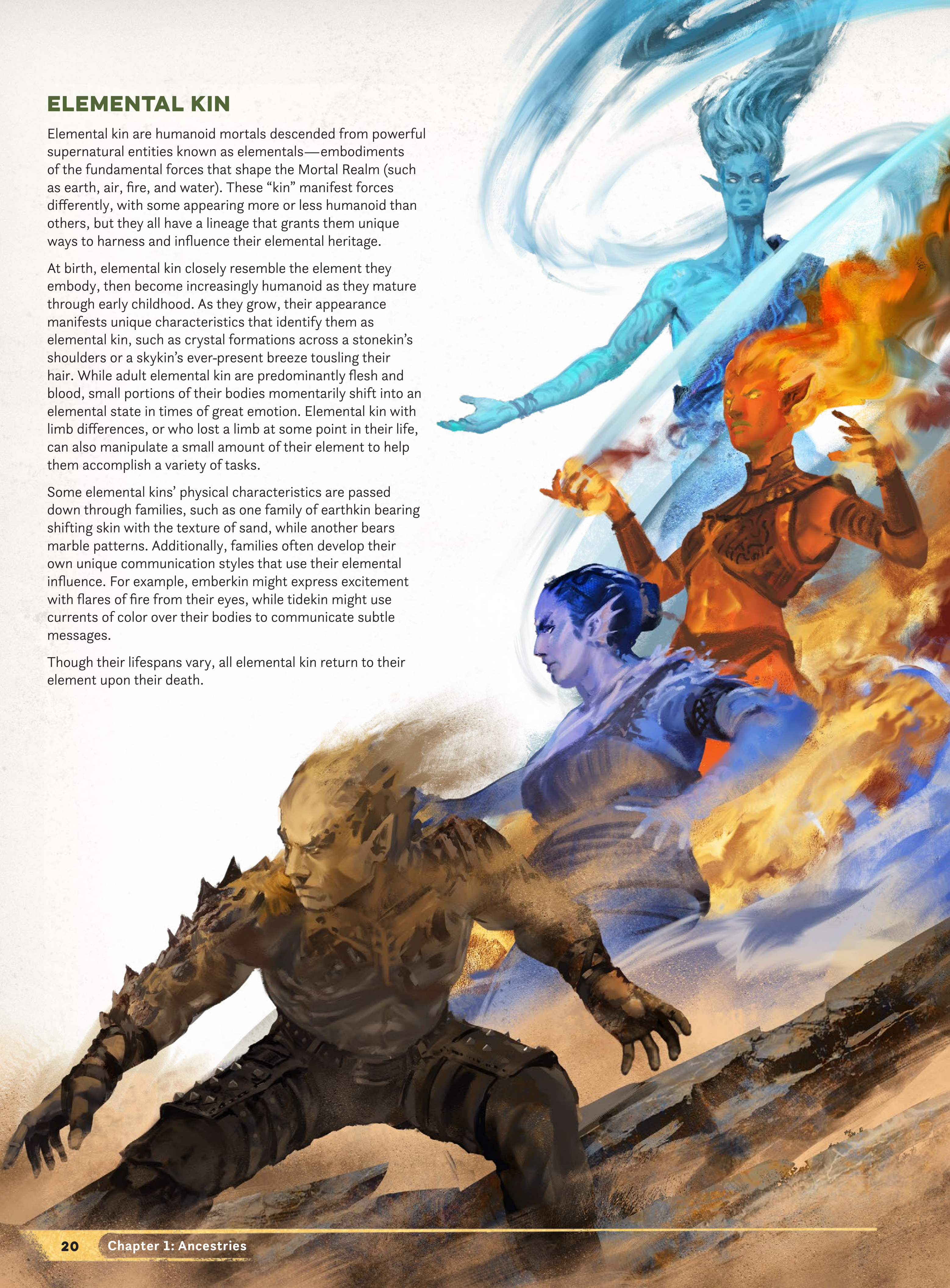
ELEMENTAL KIN

Elemental kin are humanoid mortals descended from powerful supernatural entities known as elementals—embodiments of the fundamental forces that shape the Mortal Realm (such as earth, air, fire, and water). These "kin" manifest forces differently, with some appearing more or less humanoid than others, but they all have a lineage that grants them unique ways to harness and influence their elemental heritage.

At birth, elemental kin closely resemble the element they embody, then become increasingly humanoid as they mature through early childhood. As they grow, their appearance manifests unique characteristics that identify them as elemental kin, such as crystal formations across a stonekin's shoulders or a skykin's ever-present breeze tousling their hair. While adult elemental kin are predominantly flesh and blood, small portions of their bodies momentarily shift into an elemental state in times of great emotion. Elemental kin with limb differences, or who lost a limb at some point in their life, can also manipulate a small amount of their element to help them accomplish a variety of tasks.

Some elemental kins' physical characteristics are passed down through families, such as one family of earthkin bearing shifting skin with the texture of sand, while another bears marble patterns. Additionally, families often develop their own unique communication styles that use their elemental influence. For example, emberkin might express excitement with flares of fire from their eyes, while tidekin might use currents of color over their bodies to communicate subtle messages.

Though their lifespans vary, all elemental kin return to their element upon their death.



EARTHKIN

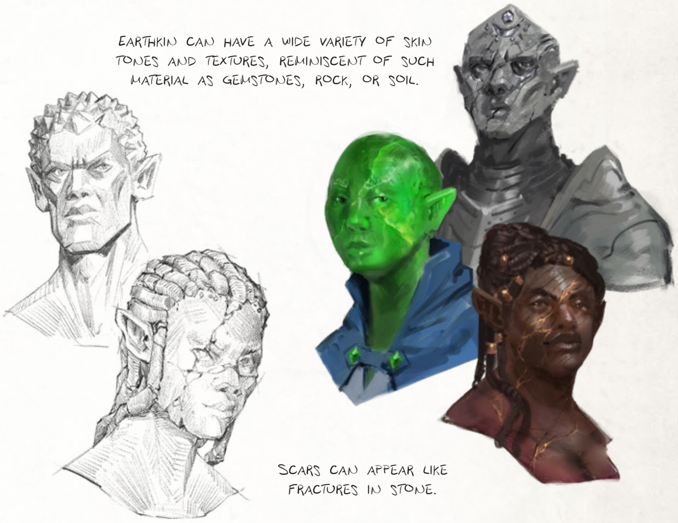
Earthkin are humanoids whose bodies are made of flesh and earth. Descended from earth elementals, members of this ancestry are formed of flesh and rock, crystal, clay, soil, sand, or a mixture of these materials. Some are primarily flesh and blood with just one earthen feature, such as skin the color or texture of stone or crystal formations that adorn their heads like hair. Others are a combination, often asymmetrical unions of muscle and natural minerals. Still others are almost entirely soil and stone. Earthkin might choose to mold and decorate the mineral portions of their form by carving designs, embedding gems or metals, or even planting seeds that bloom into adorning foliage. Their coloring comes from their elemental lineage, as even those who are more flesh than earth come in hues reminiscent of marble, gemstones, sand, soil, and more.

These kin begin their lives as small lumps of earth, such as a boulder, a ball of clay, or a crystal cluster. Though they'll develop their more humanoid features fairly quickly, earthkin age slowly for most of their approximately 300-year lifespan. Their average height at adulthood ranges from 5 to 6½ feet tall, and the shape of their body is strongly influenced by the primary material it's composed of. Many earthkin's injuries appear like fissures in stone; even long after the initial damage has healed, these cracks continue to slowly repair. When they die, earthkin eventually crumble into piles of earth.

ANCESTRY FEATURES

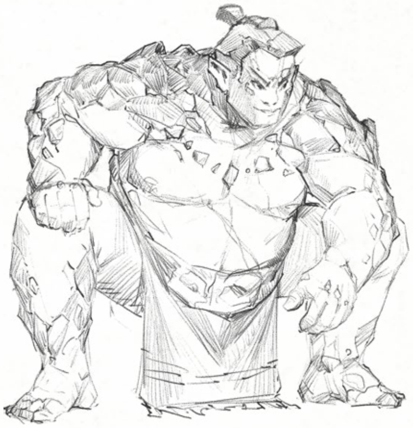
Stoneskin: Gain a permanent +1 bonus to your Armor Score and damage thresholds at character creation.

Immovable: While you're touching the ground, you can't be lifted or moved against your will.

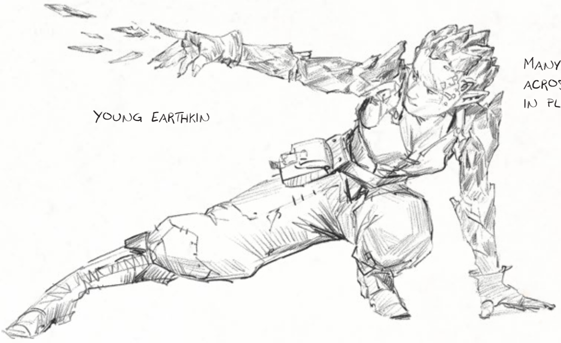


Earthkin can have a wide variety of skin tones and textures, reminiscent of such material as gemstones, rock, or soil.

Scars can appear like fractures in stone.

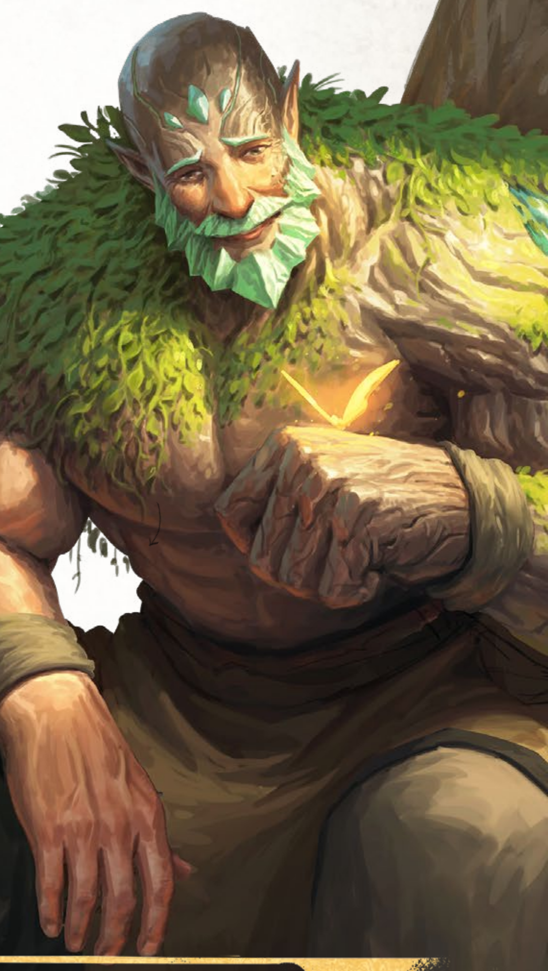


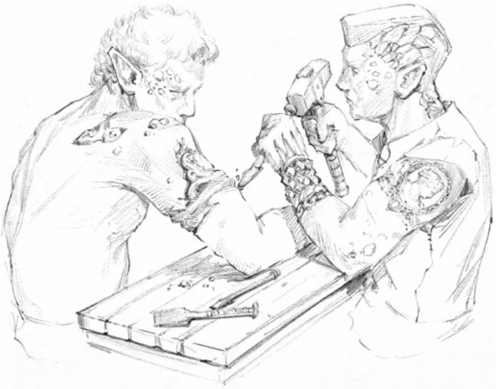
Adult earthkin



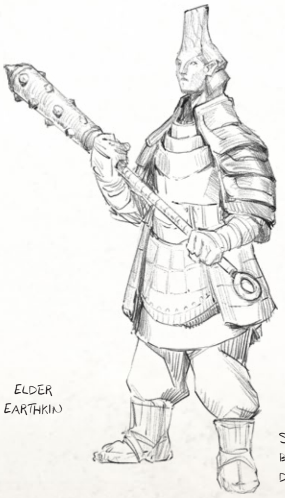
Young earthkin

Many earthkin have crystals that grow across their body, most prominently in place of hair.





Earthkin may choose to carve their rocky skin with details of personal or cultural significance. These personal decorations can shift over time due to erosion or injury, particularly for earthkin whose forms include clay or soil.



Elder earthkin

Stone protrusions that grow from their bodies are often carved and sculpted into different shapes.

EMBERKIN

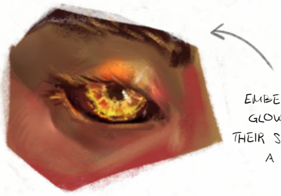
Emberkin are humanoids whose bodies are made of flesh and fire. Descended from fire elementals, emberkin might manifest their fiery heritage through flaming hair, eyes like embers, luminous streams that dance across their skin, a smoking exterior, or a glow flickering through their muscles, veins, organs, or fingertips. All these features are known to shift or flare with their emotions, and some individuals' characteristics might be more changeable than another's. The coloring of their skin and hair resembles the hues of fire: bright red, orange, yellow, charcoal, or even hints of blue. Their ears curve and point like a tongue of fire, and they tend to be warmer in temperature, either purposefully or innately, with some even being hot to the touch.

Infant emberkin resemble small balls of fire or cinders, and because they lack the skill to control their temperature, they often need to be placed in fireproof containment such as dragon eggs, hearths, and cookware. Their humanoid characteristics develop throughout adolescence until they solidify into their adult form. Emberkin range from 5 to 7 feet tall and live about 250 years, their light and heat dimming as they age. When they pass, they blaze brightly for a moment, then burn to ash.

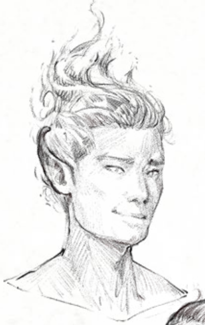
ANCESTRY FEATURES

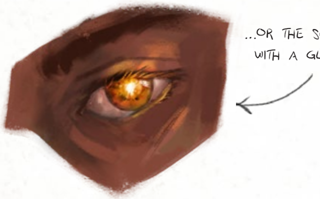
Fireproof: You are immune to damage from magical or mundane flame.

Ignition: **Mark a Stress** to wreathe your primary weapon in flame until the end of the scene. While the weapon is ablaze, it gives off a bright light, and you gain a **1d6** bonus to damage rolls with that weapon.

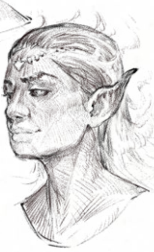


EMBERKIN OFTEN HAVE GLOWING EYES. EITHER THEIR SCLERA IS DARK WITH A GLOWING IRIS...

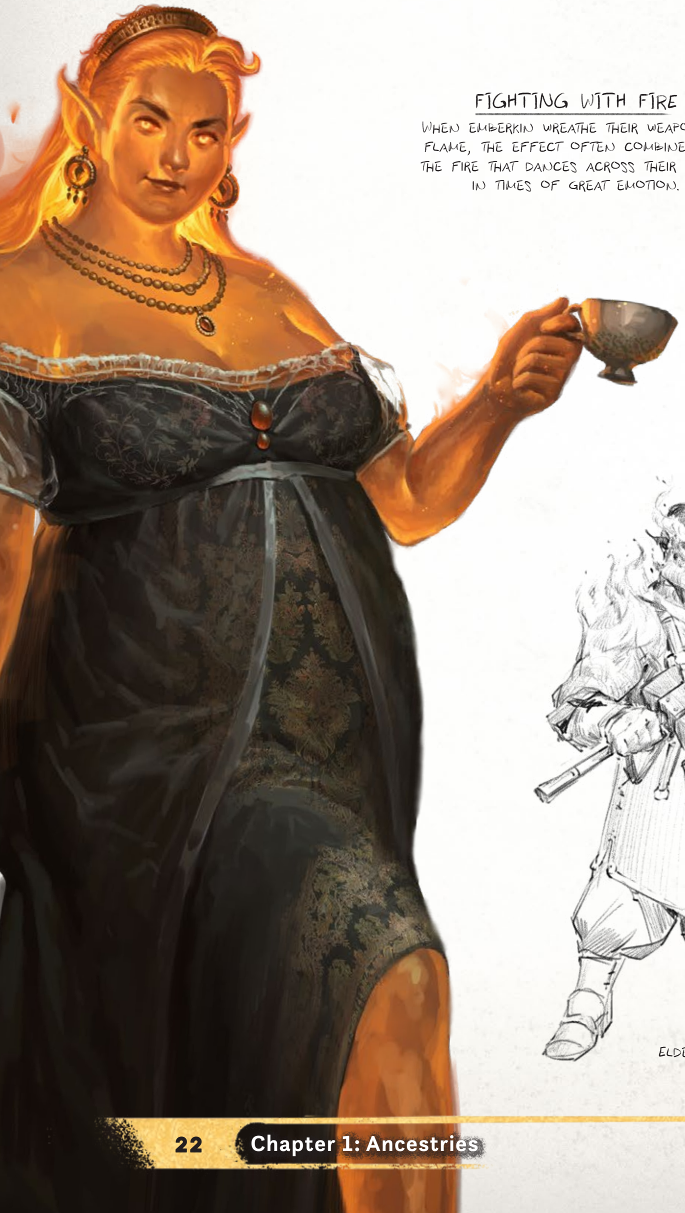




...OR THE SCLERA IS LIGHT WITH A GLOWING PUPIL.

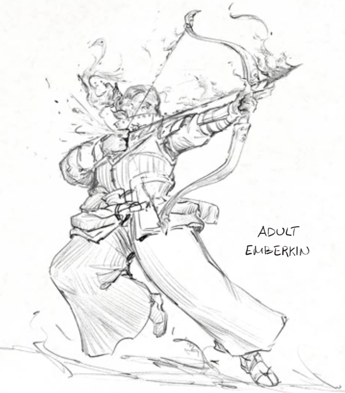


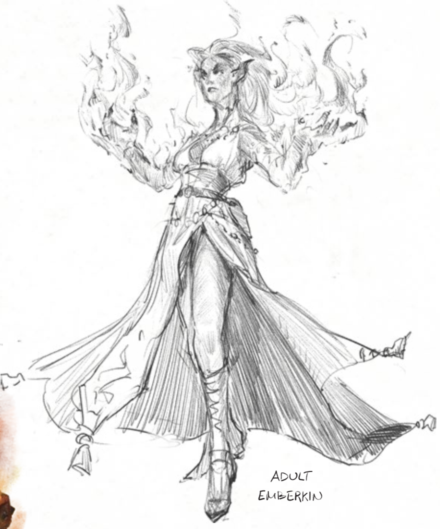
FLAMING HAIR IS COMMON AMONG EMBERKIN AND OFTEN REQUIRES FIREPROOF TOOLS TO STYLE IT.

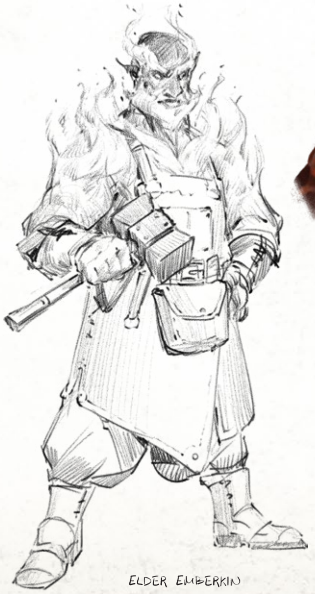


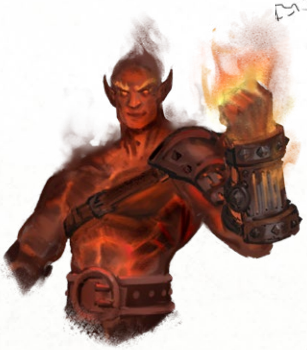
FIGHTING WITH FIRE

WHEN EMBERKIN WREATHE THEIR WEAPONS IN FLAME, THE EFFECT OFTEN COMBINES WITH THE FIRE THAT DANCES ACROSS THEIR BODIES IN TIMES OF GREAT EMOTION.

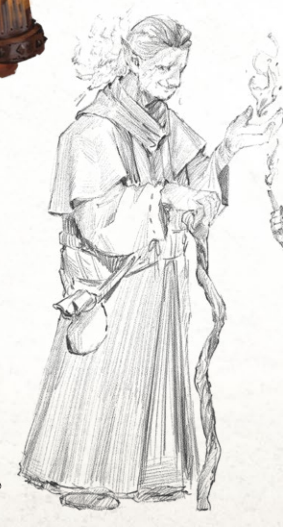


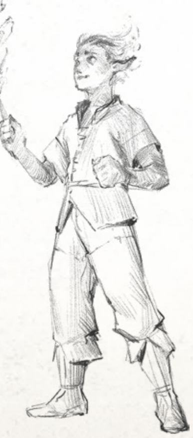






SUPERFICIAL MUSCLES MIGHT HAVE A SLIGHT GLOW TO THEM THAT APPEARS MORE PROMINENTLY AS THEY STRAIN AND FLEX.

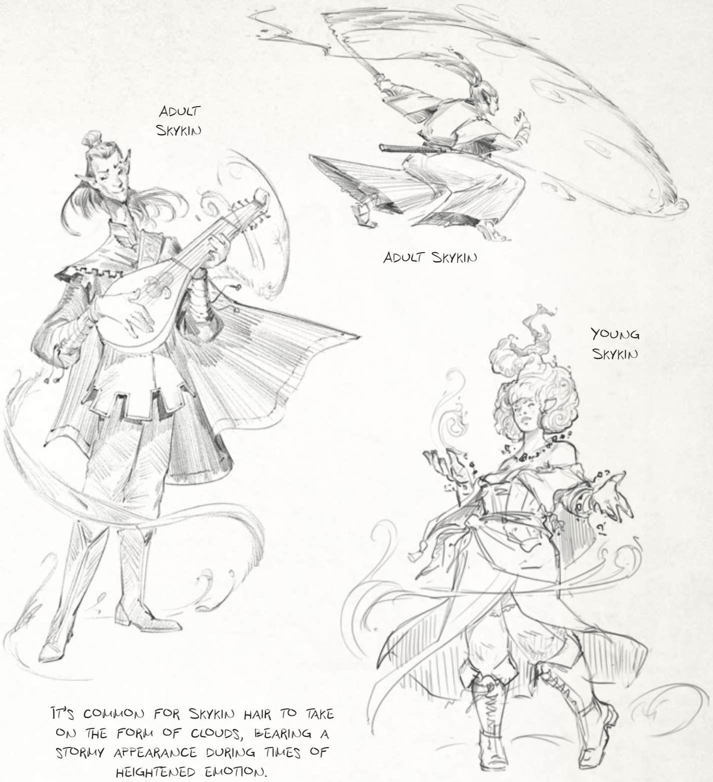




SKYKIN

Skykin are humanoids whose bodies are made of flesh and air. Descended from air elementals, skykin have color-shifting skin that reflects the pale grays and blues of a clear morning sky, the smoldering oranges and fuchsias of the setting sun, or the deep sables and purples of a star-dappled night. These kin often have semitranslucent skin, floating hair of wispy smoke or clouds, or small breezes constantly fluttering their clothing. The intensity of these characteristics heightens or lessens based on the strength of their emotions. Skykin grow to be 5½ to 7 feet on average, and some have elongated features, including their pointed ears, necks, hands, feet, or limbs.

Skykin are born as wisps of air or small clouds, often hard to see and hold. Until they mature and become more solid, they're contained in jars and other such vessels. Though skykin become more humanoid throughout adolescence, their bodies remain flexible, and some adults can adjust their shape throughout their lives, though it takes time and effort. Skykin live for approximately 300 years, and when they breathe their last, they disappear into the air.



It's common for Skykin hair to take on the form of clouds, bearing a stormy appearance during times of heightened emotion.

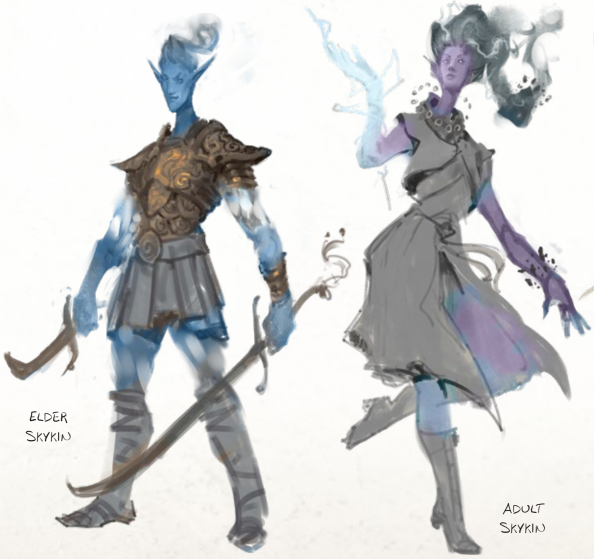
ANCESTRY FEATURES

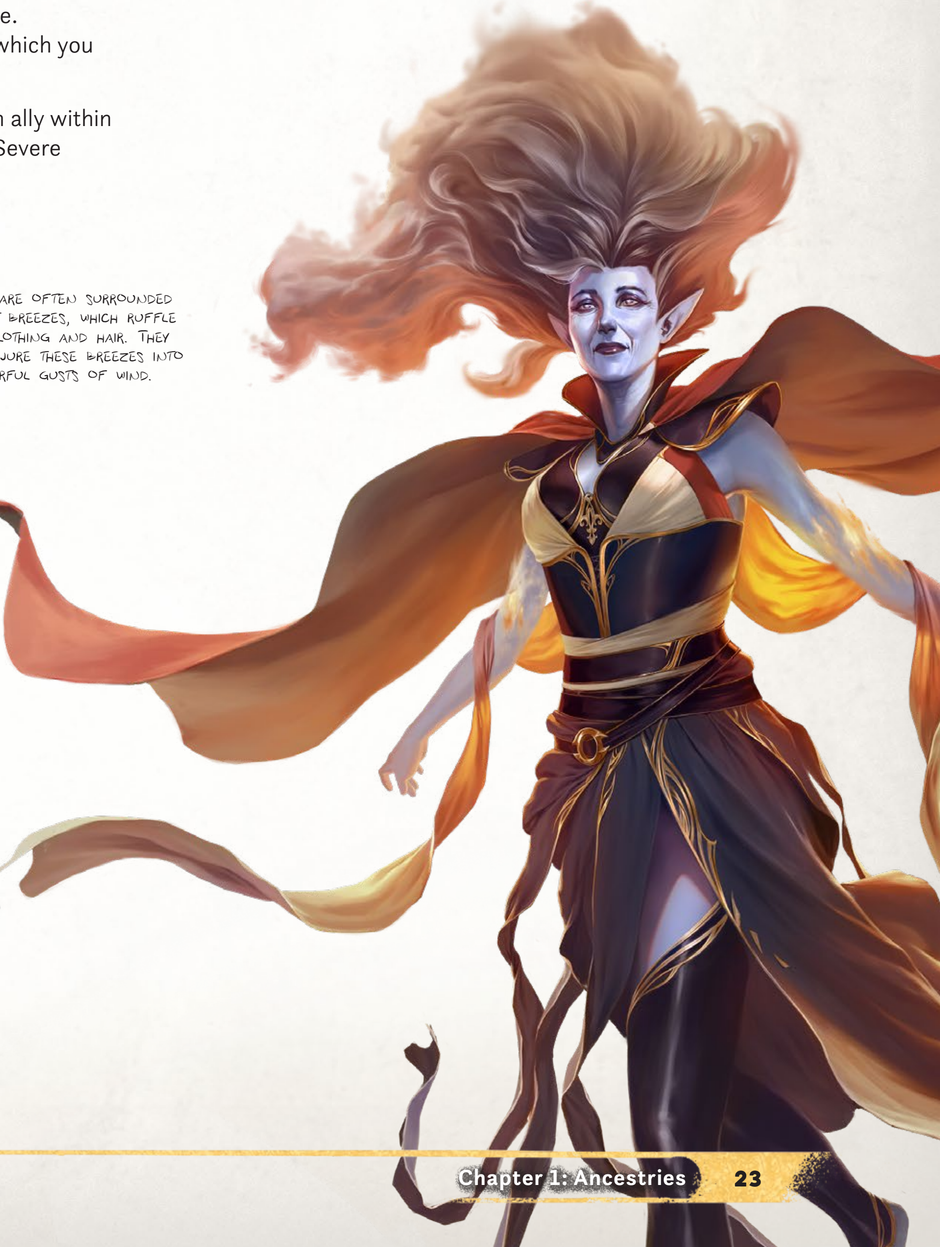
***Gale Force:* Mark a Stress** to conjure a gust of wind that carries you or a Very Close ally up to Very Far range. Additionally, you can always control the speed at which you fall.

***Eye of the Storm:* Spend 2 Hope** to grant you or an ally within Melee range a +1 bonus to Evasion until you take Severe damage or you use this feature again.

Young Skykin

Skykin are often surrounded by soft breezes, which ruffle their clothing and hair. They can conjure these breezes into powerful gusts of wind.





TIDEKIN

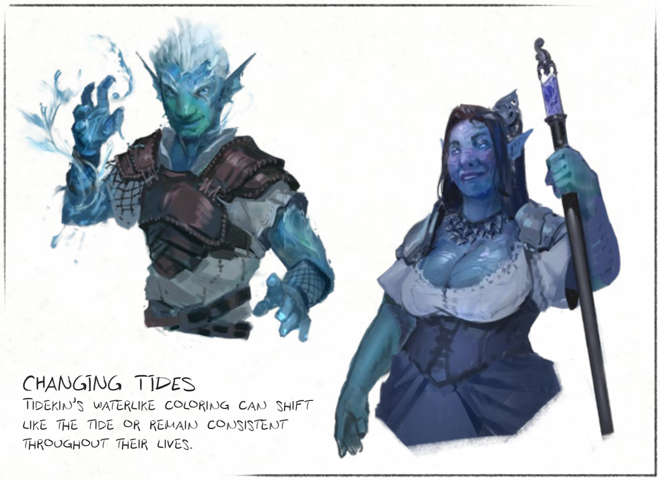
Tidekin are humanoids whose bodies are made of flesh and water. Descended from water elementals, tidekin possess finlike ears and webbing between their digits. The color of their skin, hair, and eyes reflects that of water's many forms, with some exhibiting bright shades of aquas, greens, and seafoams like shallow rivers or tropical oceans, while others display dark blues and purples from the deepest oceans. For some, these colors shift beneath semitranslucent skin like waves. Tidekin might have water formations that adorn their heads like hair or waves that shift and move across their body. Instead of expressing emotions through tears, their water formations change with their emotional state, and they can purposefully or accidentally use their shifting colors or water formations as a method of nonverbal communication.

Tidekin are born as a small amount of water, such as a puddle or liquid orb. As children, they're often kept in watertight containers such as bowls and bottles, and they tend to have a fluid appearance throughout their childhood until they gain a more solid humanoid form around adolescence. Adult tidekin range from 5 to 6½ feet in height, though their general body shape is influenced by the fluidity of water and might change, with some effort, over their approximately 300-year lifespan. When members of this ancestry die, they dissolve into water and flow away.

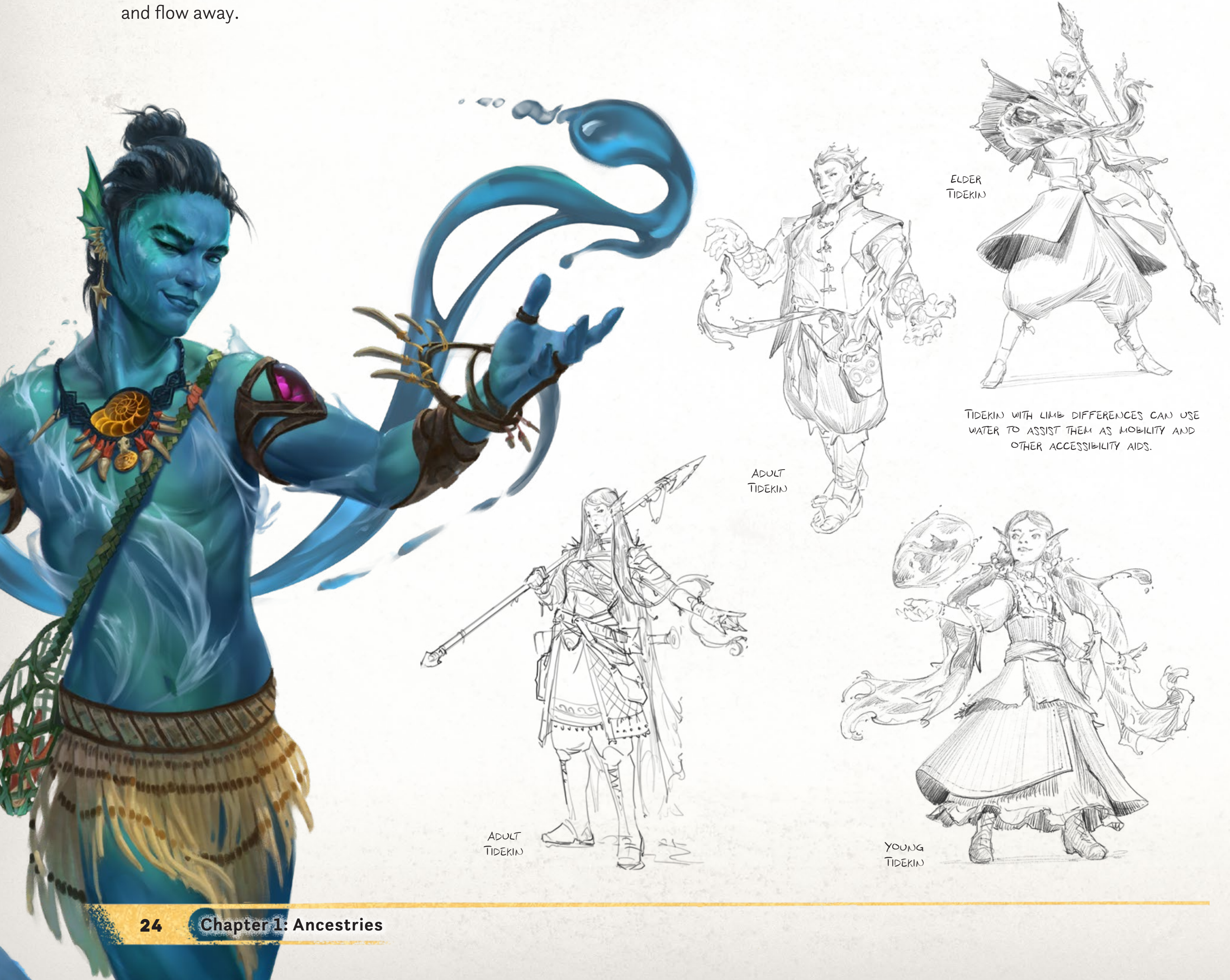
ANCESTRY FEATURES

Amphibious: You can breathe and move naturally underwater.

Lifespring: Once per rest when you have access to a small amount of water, you can **mark a Stress** to clear a Hit Point on yourself or an ally within Very Close range.



CHANGING TIDES
TIDEKIN'S WATERLIKE COLORING CAN SHIFT LIKE THE TIDE OR REMAIN CONSISTENT THROUGHOUT THEIR LIVES.



TIDEKIN WITH LIMB DIFFERENCES CAN USE WATER TO ASSIST THEM AS MOBILITY AND OTHER ACCESSIBILITY AIDS.

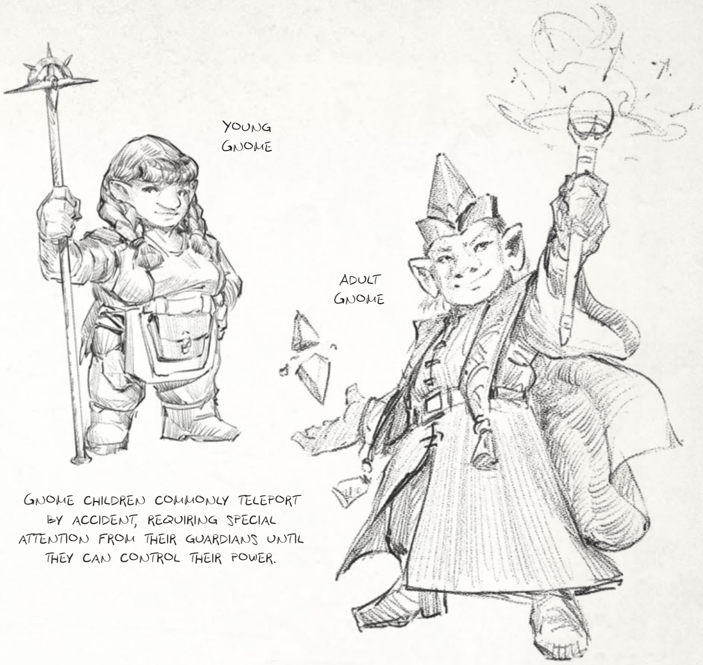
GNOME

Gnomes are typically small humanoids with conical heads and the ability to teleport short distances. While the average gnome is about 3 feet in height, their proportionately long arms and large hands give them an extended reach for their size. In contrast, their square frames have shorter torsos and legs. Alongside these characteristics, gnomes are easily identified by their softly pointed ears and wide eyes. Their heads are large, and the conical shape varies by family. Gnomes also inherit their minor teleportation ability from their parents, with families exhibiting their own manifestations when disappearing and reappearing. These effects can include small clouds of smoke, motes of light, or simply appearing to evaporate into thin air. Gnomes are known to begin grasping and holding objects from a very young age, and their hands remain dextrous over their 200-year lifespan even when their bodies have slowed from age.

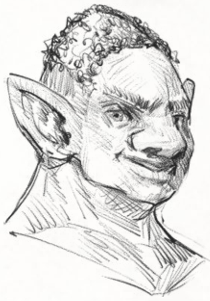
ANCESTRY FEATURES

Nimble Fingers: When you make a Finesse Roll, you can **spend 2 Hope** to reroll your Hope Die.

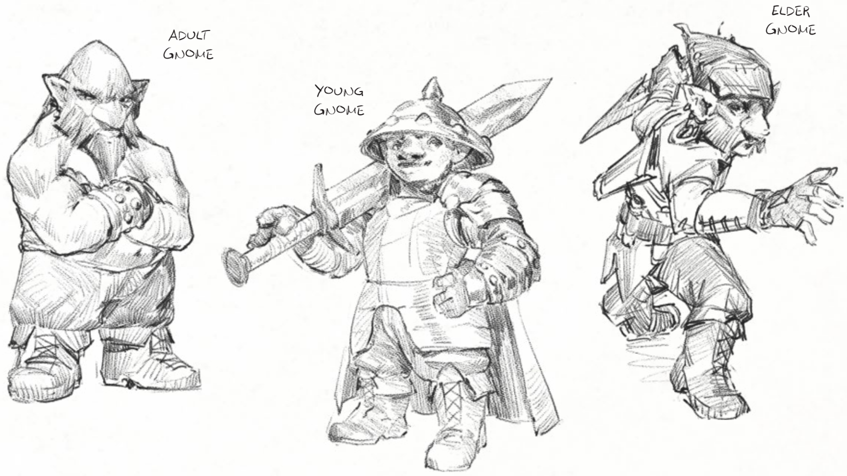
Flicker Step: Once per scene, you can teleport to another point you can see within Far range.



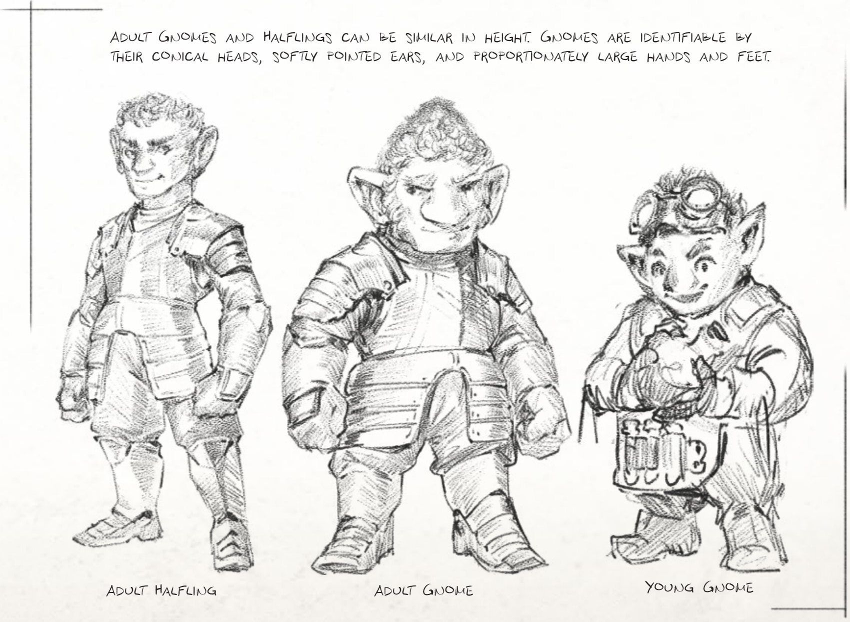
GNOME CHILDREN COMMONLY TELEPORT BY ACCIDENT, REQUIRING SPECIAL ATTENTION FROM THEIR GUARDIANS UNTIL THEY CAN CONTROL THEIR POWER.

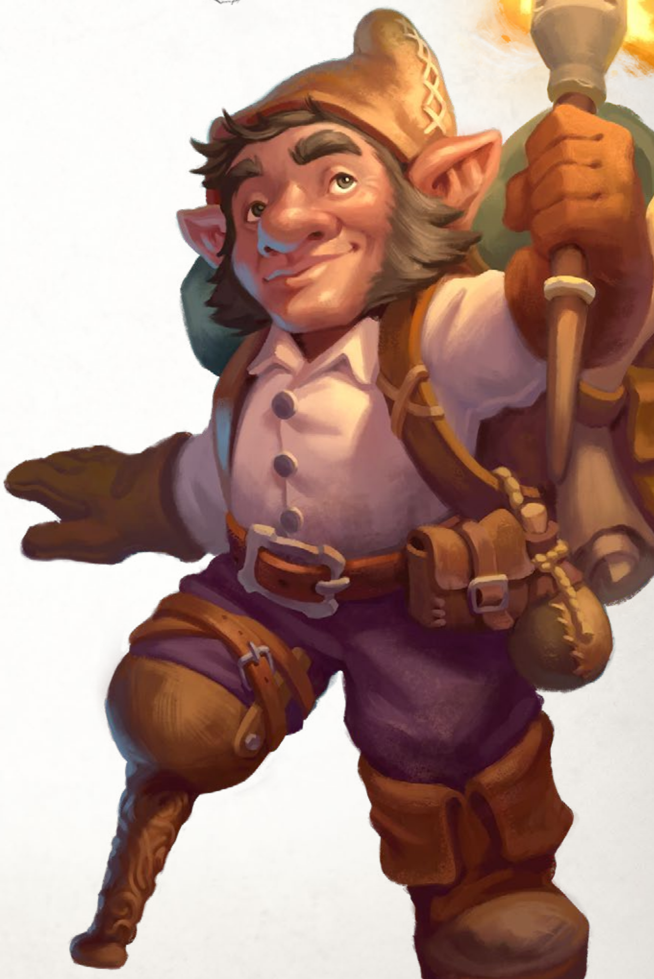


GNOMES WITH MORE CONICAL HEADS TYPICALLY HAVE EARS THAT COME TO A SHARPER POINT.



ADULT GNOMES AND HALFLINGS CAN BE SIMILAR IN HEIGHT. GNOMES ARE IDENTIFIABLE BY THEIR CONICAL HEADS, SOFTLY POINTED EARS, AND PROPORTIONATELY LARGE HANDS AND FEET.





COMMUNITIES

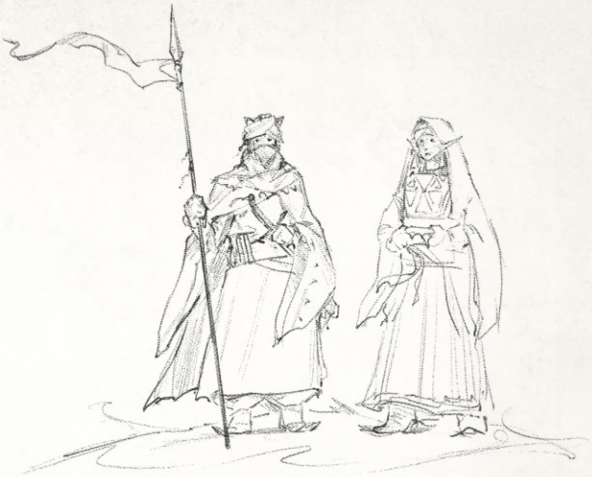
DUNEBORNE

Being part of a duneborne community means you've made a home among the shifting sands and arid climate of the desert. Each duneborne enclave develops specific methods of protecting themselves from the blazing sun, moving across the scorching sands, and acquiring and storing precious resources. Some duneborne travel their desert homes, maneuvering through the dunes herding livestock, while others cluster around oases, collaborating with one another to maintain and share a rare area of abundant resources. Duneborne settlements are known for architecture that captures wind to cool their homes and irrigation systems that tap into underground reservoirs and tend to crops even amidst the harshest conditions. Many duneborne put added emphasis on familial bonds and the need for everyone to contribute to the well-being of the collective.

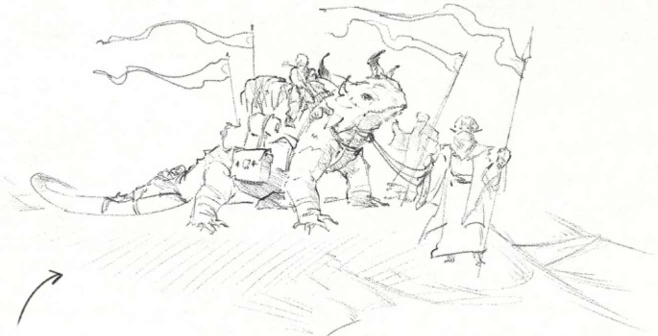
Duneborne are often adaptable, centered, collaborative, devoted, cheerful, and observant.

COMMUNITY FEATURE

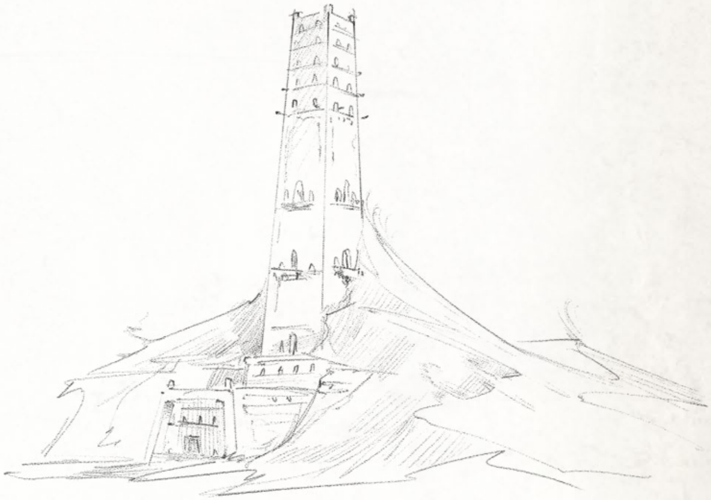
Oasis: During a short rest, you or an ally can reroll a die used for a downtime move and take the higher result.



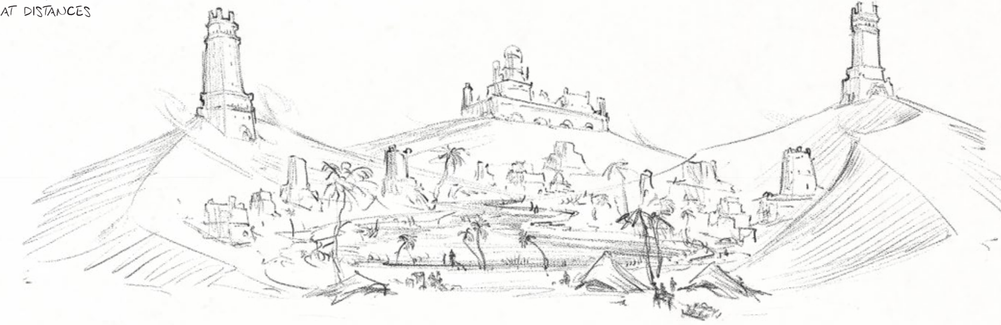
DUNEBORNE OFTEN WEAR LOOSE AND AIRY CLOTHING THAT COVERS MOST OF THEIR BODY AND FACE, PROTECTING THEM FROM THE SUN WHILE KEEPING THEM COOL.



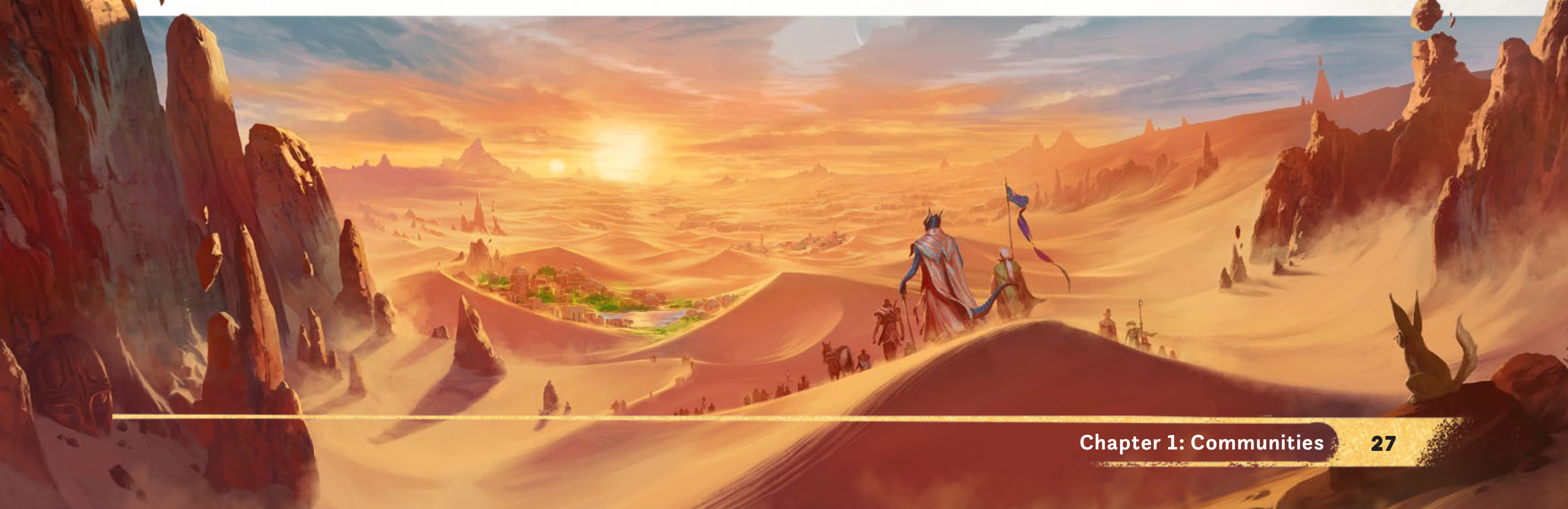
A SMALL NOMADIC GROUP RIDES BEHEMOTH HORNED LIZARDS, ALLOWING THEM TO TRAVEL GREAT DISTANCES WITH EASE.



THIS DUNEBORNE COMMUNITY OCCUPIES A SINGLE, LARGE STRUCTURE PARTIALLY COVERED BY SHIFTING DESERT SANDS. THE ARCHITECTURE OFFERS STABLE TEMPERATURES, SAFETY FROM THE ELEMENTS, AND A PLACE OF RESPITE.



AN ESTABLISHED DUNEBORNE COMMUNITY SURROUNDS A LUSH OASIS. STORIES SAY THIS WATER HAS HEALING PROPERTIES BESTOWED BY A FORGOTTEN GOD. PEOPLE MAKE TRIPS FROM FAR AND WIDE TO SEE IF THE TALES ARE TRUE.



FREEBORNE

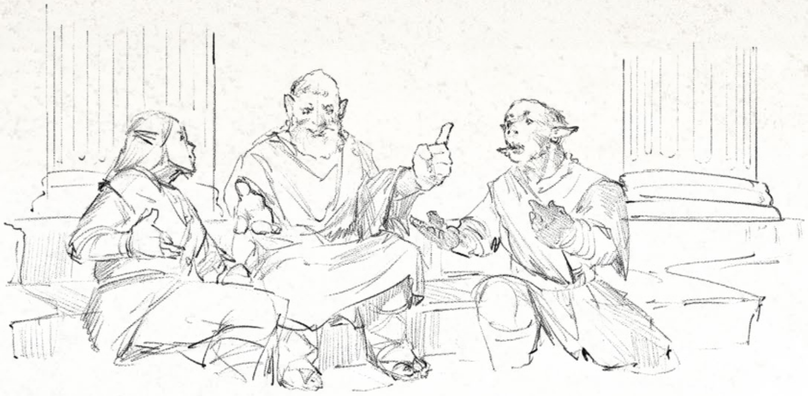
Being part of a freeborne community means you're from a collective that once lived under tyrannical rule but is now liberated. Though no two freeborne enclaves are the same, all are unified by the experience of fighting to preserve their culture while others tried to eradicate it. Whether due to their religion, resources, location, or culture, freeborne groups were once subjugated by another community. For some, this subjugation might have only recently ended; for others, even if their freedom has been long-won, the scars of tyranny can last, bonding together families and neighbors for decades or even generations. Many freeborne collectives unify in and rebuild the lands reclaimed from their oppressors or in a homeland they were taken from. Others see "home" as a collection of people who care for one another, no matter where they reside.

Many freeborne passionately celebrate their unique holidays, art, food, decor, and other customs, whether they're enjoying long-held traditions or new practices born from liberation. Their past experiences often forge in them a fierce protectiveness of their community and an equally strong fervor to celebrate their culture.

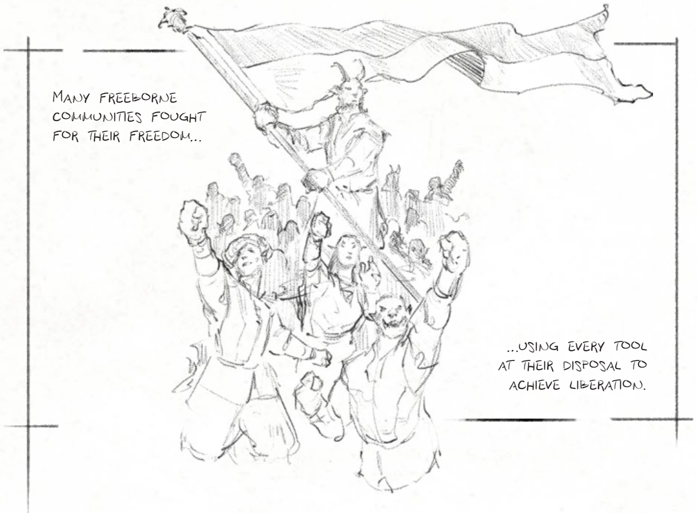
Freeborne are often optimistic, guarded, courageous, joyful, subversive, and traumatized.

COMMUNITY FEATURE

Unbound: Once per session when you roll with Fear, you can change it into a roll with Hope instead.

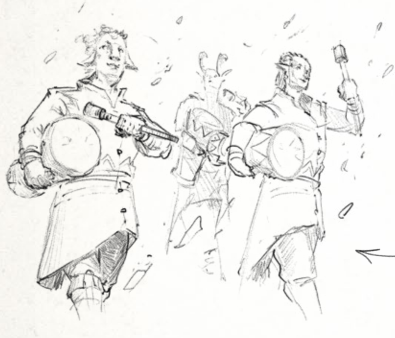


A GROUP OF ELDERS DEBATE THE MERITS OF THE GOVERNMENTAL STRUCTURE THEIR COMMUNITY PLANS TO EMPLOY SINCE THEY'VE RECLAIMED THEIR HOMELAND.



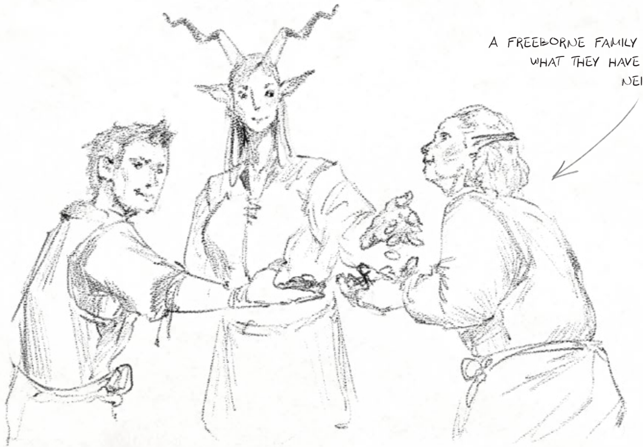
MANY FREEBORNE COMMUNITIES FOUGHT FOR THEIR FREEDOM...

...USING EVERY TOOL AT THEIR DISPOSAL TO ACHIEVE LIBERATION.

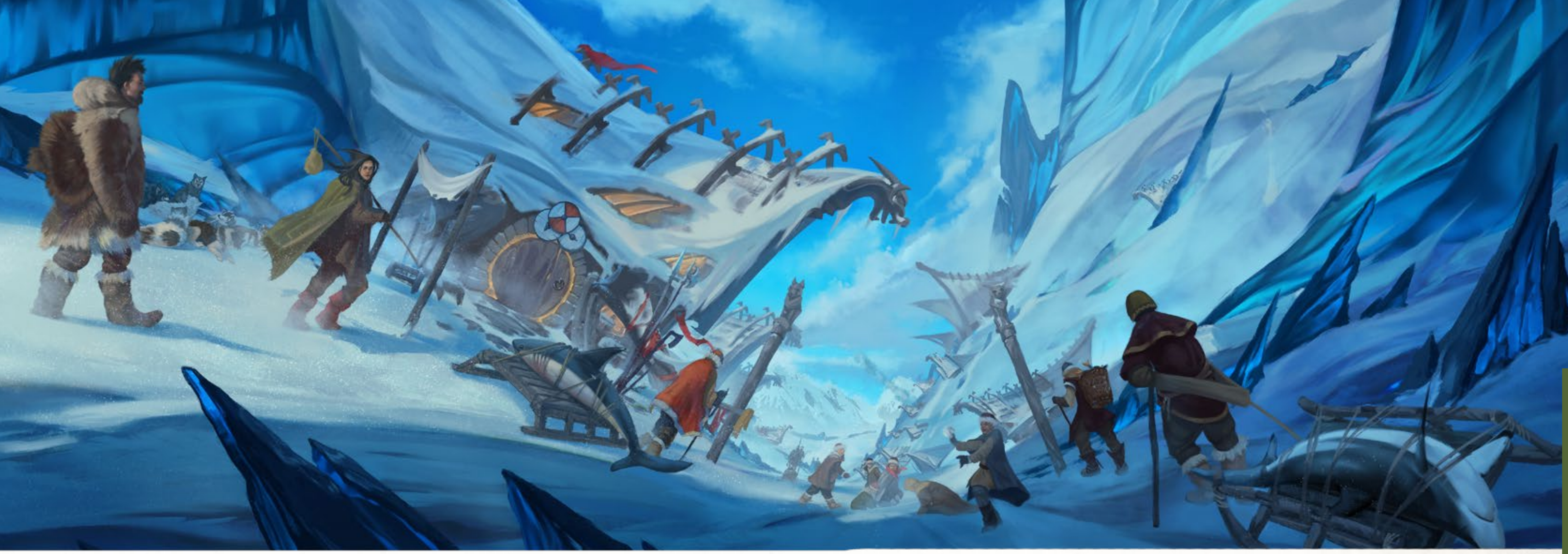


SHARED JOY

CELEBRATION OF CULTURE IS AN IMPORTANT PART OF FREEBORNE COMMUNITIES, WHETHER THE FESTIVITIES ARE LARGE EVENTS OR SMALL GATHERINGS AMONG FAMILY AND FRIENDS.



A FREEBORNE FAMILY SHARES WHAT THEY HAVE WITH A NEIGHBOR.



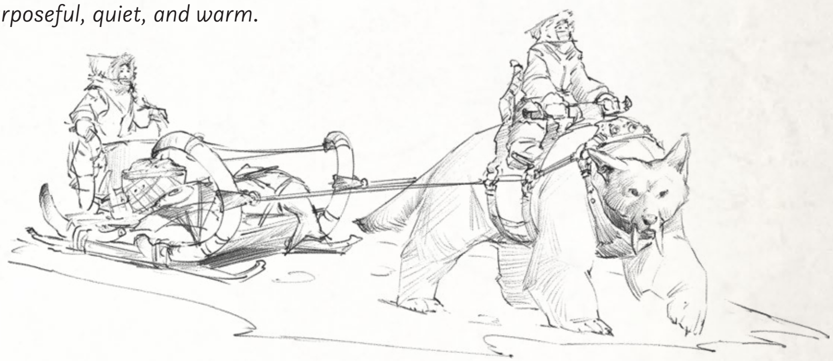
FROSTBORNE

Being part of a frostborne community means you come from a place of snow and ice. Forged in bitter and unrelenting cold, frostborne communities are accustomed to surviving in the harshest conditions. The glaciers and tundras they call home usually lack wood, so these collectives use more readily available materials such as ice, stone, bone, and animal pelts to make shelter and conserve heat. They are adept at ensuring their supplies go a long way and that all their people have access to the essentials needed to survive. As part of their systems of survival, many frostborne closely track weather patterns, the rising and setting of the sun, and the needs of local flora and fauna. Because of the howling wind and biting snow, some frostborne communities develop nonverbal means of communication so they can cover their faces for safety during dangerous weather.

Frostborne are often cunning, gregarious, intrepid, purposeful, quiet, and warm.

COMMUNITY FEATURE

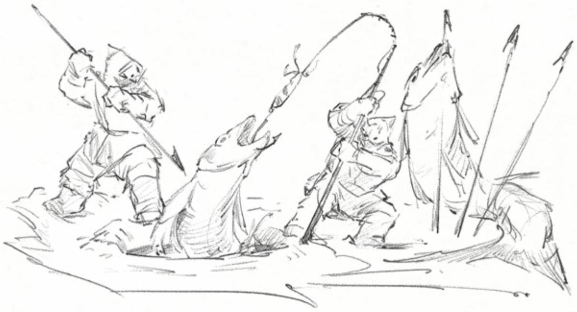
Hardy: When you take a rest, you clear a Hit Point.



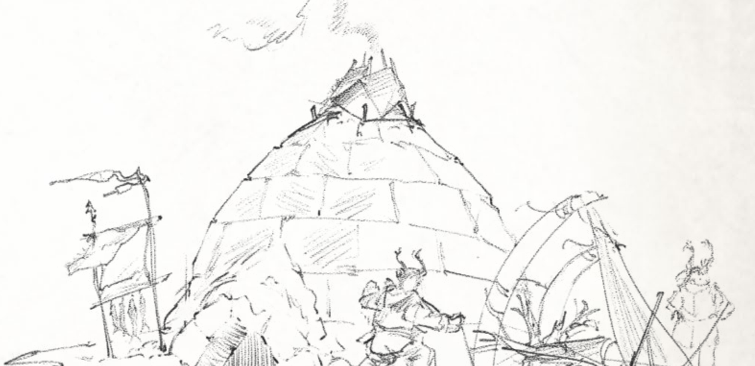
THIS FROSTBORNE COMMUNITY HAS DOMESTICATED SABER-TOOTHED BEARS TO HELP HUNT AND PULL SLEDS, AS WELL AS PROVIDE COMPANIONSHIP.

ICE FISHING

MANY FROSTBORNE COMMUNITIES RELY ON THE SEA AND OTHER BODIES OF WATER FOR FOOD.

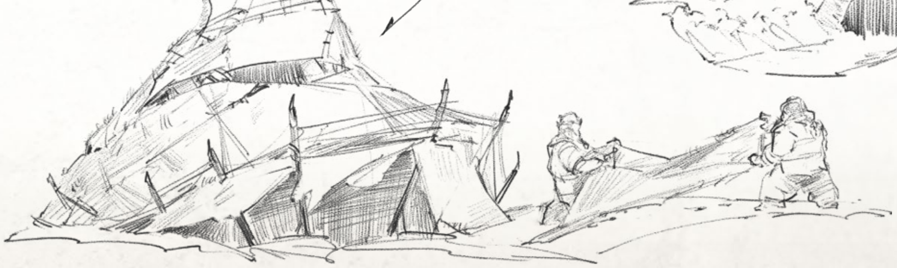


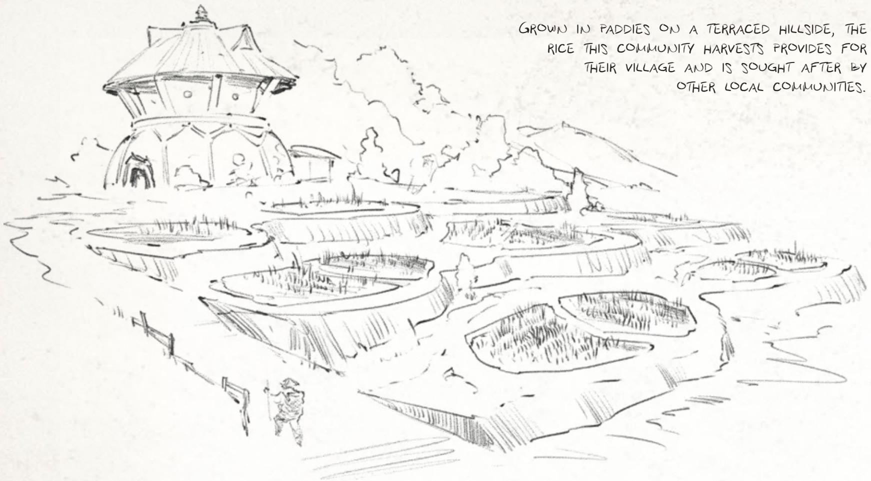
AFTER A SUCCESSFUL HUNT, FROSTBORNE COMMUNITIES TYPICALLY MAKE USE OF EVERY PART OF THEIR QUARRY. THEY PREPARE MEALS WITH THE ANIMALS' MEAT AND BUILD WEAPONS AND TOOLS OUT OF THE BONES.



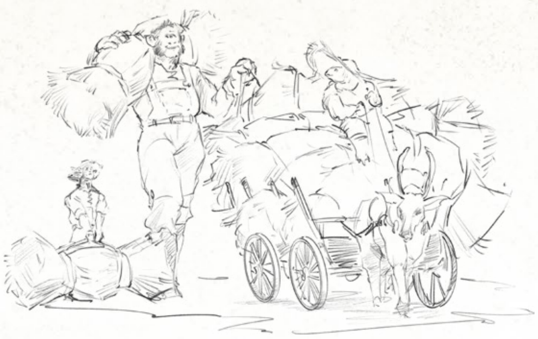
THIS FROSTBORNE COMMUNITY CARVES ROOMS INTO THE SNOW AND ICE BEFORE BUILDING STRUCTURES OVERTOP, ALLOWING ITS MEMBERS TO CREATE LARGE HOMES THAT CAN WEATHER HARSH STORMS.

THIS FROSTBORNE FAMILY TRAVELS WITH THE SEASONS AND BUILDS THEIR HOME FROM THICK ANIMAL HIDES.

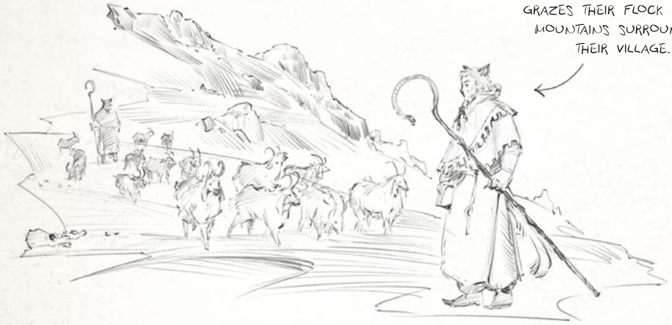




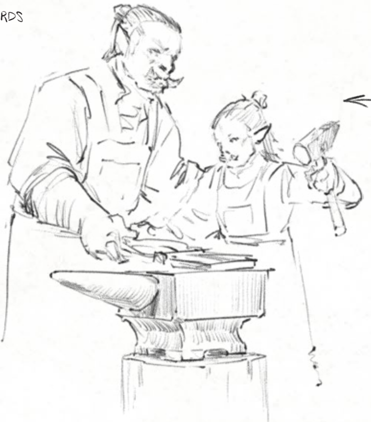
Grown in paddies on a terraced hillside, the rice this community harvests provides for their village and is sought after by other local communities.



Because many hearthborne communities are small, individuals have close relationships with their neighbors and are quick to help one another.

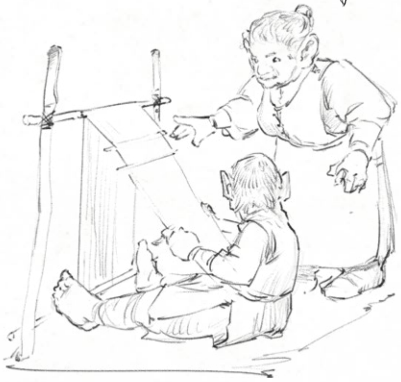


A pair of hearthborne shepherds grazes their flock on the mountains surrounding their village.



Generational Knowledge

Many hearthborne come from families with a long history of expertise in a specific skill or craft such as farming, hunting, weaving, or blacksmithing. Elders often teach children from a young age, allowing them to hone their abilities over decades.



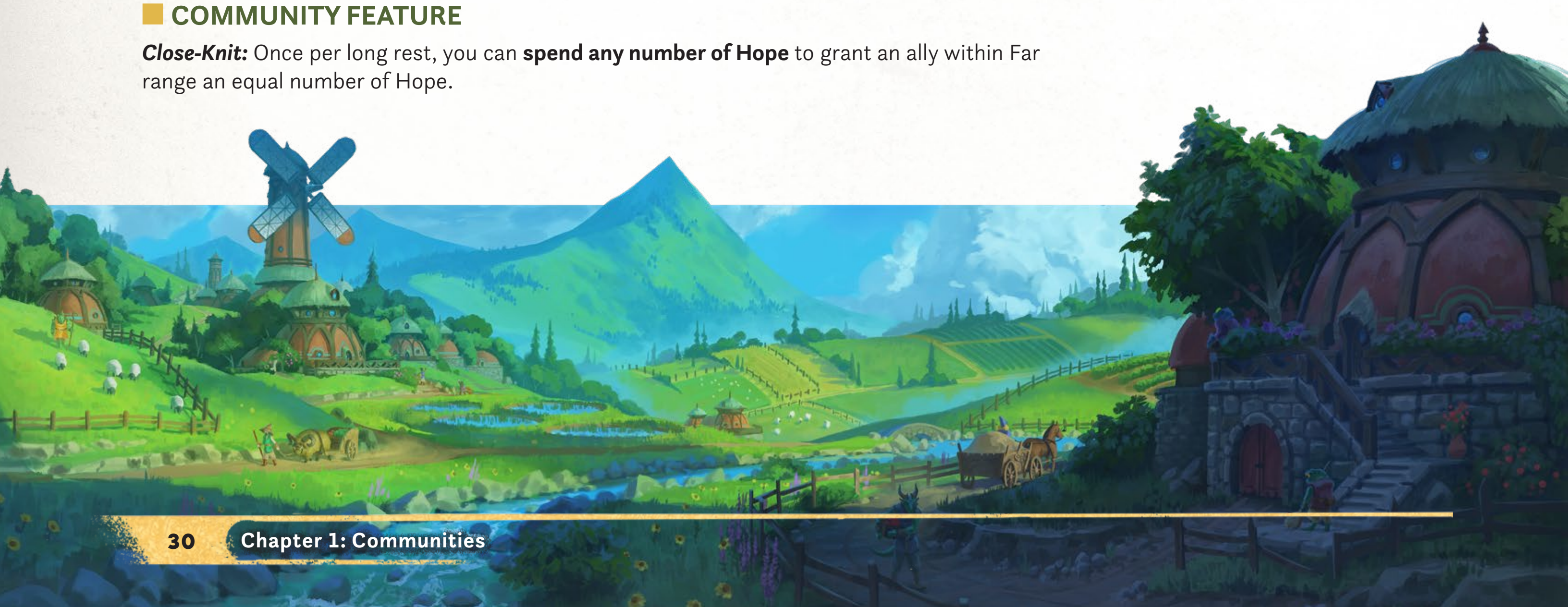
HEARTHBORNE

Being part of a hearthborne community means you come from humble origins, having lived in a modest village or quaint countryside. These communities are often small groups that live in resource-rich, peaceful areas that allow families and neighbors the time to develop close-knit relationships rather than compete over scarce supplies. Hearthborne communities are largely agrarian and pastoral, focusing the layout of their villages around their plants and animals. The town centers typically feature a collection of locally owned shops with skilled artisans such as blacksmiths, cobblers, alchemists, and the like. Sometimes, hearthborne communities have distant but powerful rulers who own the land the villagers work and live on—in those cases, resources are controlled by the wealthy even though the labor is performed by locals, and workers might struggle to afford the basics they need to survive. While some hearthborne individuals can be mistrustful of outsiders, most are known for being welcoming, peaceful, and hospitable.

Hearthborne are often careful, generous, insular, loquacious, smiley, and traditional.

COMMUNITY FEATURE

Close-Knit: Once per long rest, you can **spend any number of Hope** to grant an ally within Far range an equal number of Hope.



REBORNE

You were once a member of a different community that you're no longer part of. Unlike members of collectives who are allied by familiarity, shared location, history, and culture, reborne are individuals who might never meet and are unified only by their shared experience of solitude. Whether they left by choice or were ripped from their community, all reborne are disconnected from the place where they once belonged, and they carry that wound with them.

Some reborne are isolated from their community because they chose to reject or renounce it, or they could have been forcibly expelled by other members. These instances are often due to a conflict, such as clashing ideological differences, a falling out with their people, or an incident that forced them to depart. Other reborne have no knowledge of their culture, either due to their upbringing or perhaps because they lost their memory through injury or magic. Some have even returned from beyond the veil after death with no recollection of their previous life—or the culture that shaped it.

Often, reborne individuals tirelessly search for their past or feel that they'll never belong in a collective, but all are afforded the opportunity to turn toward the future and redefine themselves while building new bonds with those they come to know and love.

Reborne are often curious, hopeful, innocent, isolated, mournful, and uncanny.

COMMUNITY FEATURE

Found Family: Once per rest, you can **spend a Hope** to use an ally's Experience as if it were your own. When you do so, describe how your time with that ally prepared you for this moment.

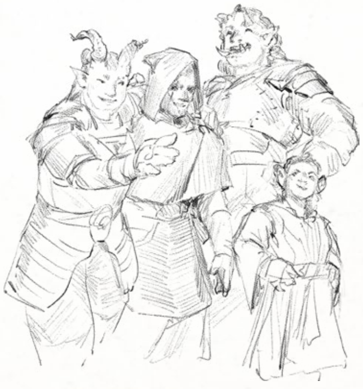
When you join a new community or rediscover your old one, you can permanently trade this card for that one instead.

When to Choose the Reborne Community

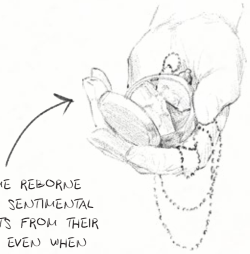
Some players might want to choose the reborne community because they're developing a character who was expelled from or willingly left their home. While this choice is supported by both the mechanics and the narrative of the card, it's not the only way to craft that character arc in Daggerheart.

Many people leave their communities of origin or allegiance, either due to a difference in beliefs or a move to a new location. Even a disagreement with loved ones can lead people to turn the page on a new chapter in their lives. When someone leaves the culture they were raised in, that culture stays with them throughout their life, influencing their approach to the world. If you want to build a character who's estranged from their home, you might be better served by taking the community card for the collective your PC left behind and conveying the friction they feel between their old culture and their new way of life.

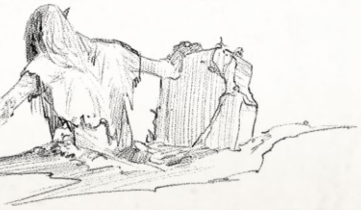
If you take this approach, you can replace your current community card with the reborne card at a pivotal moment of growth to signify your PC's separation from their former life and their new approach to the world. If this character arc appeals to you, talk to your GM to see how you can work it into your campaign, both mechanically and narratively.



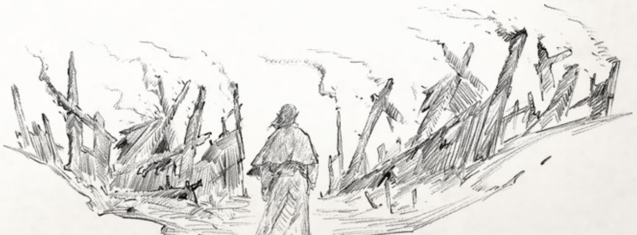
REBORNE OFTEN CREATE A NEW COMMUNITY WITH THEIR FRIENDS AND LOVED ONES.



SOME REBORNE CARRY SENTIMENTAL OBJECTS FROM THEIR PAST, EVEN WHEN THOSE ITEMS NO LONGER WORK.



A REBORNE INDIVIDUAL RETURNS FROM THE DEAD.



STANDING IN THE REMAINS OF THEIR COMMUNITY

WARBORNE

Being part of a warborne community means you come from a place that is, or was, ravaged by war. These groups might be composed of civilians who live in an active warzone, soldiers who served together in the armed forces, or citizens of nations that have been in conflict for decades. Whether civilian or military, warborne are typically skilled in self-defense, even if their tactics are focused on avoidance rather than offensive action.

Warborne defending their homeland are known for using their environment to their advantage, while invading warborne might rely entirely on their military might. No matter their origin, the life of a warborne is defined at least in part by resourcefulness. Those who live in an occupied territory might need to undertake massive reconstruction efforts to repair and preserve homes, farms, workplaces, or cultural monuments—the remnants of one building often become the materials to repair another. Meanwhile, warborne who are part of an invading army typically carry few personal possessions and must rely on scavenging the warzones they occupy. Whether they find themselves on the winning or losing side of a conflict, those from warborne communities are likely to bear trauma for the rest of their lives, their sense of safety and mortality forever marred by the mass casualties and destruction of war.

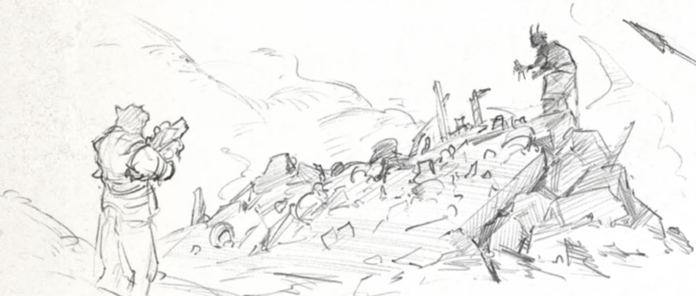
Warborne are often strategic, devastated, determined, calculating, unwavering, and devoted.

COMMUNITY FEATURE

Brave Face: Once per session when you would be forced to mark a Stress, you can **spend a Hope** instead.

WARBORNE ARE SOMETIMES SOLDIERS WHO FIGHT FOR THE GLORY OF THEIR NATION, PROTECTORS OF PEOPLE WHO FACE INJUSTICE, OR CIVILIANS CAUGHT IN THE MIDDLE OF CONFLICTS BETWEEN OPPOSING FORCES.

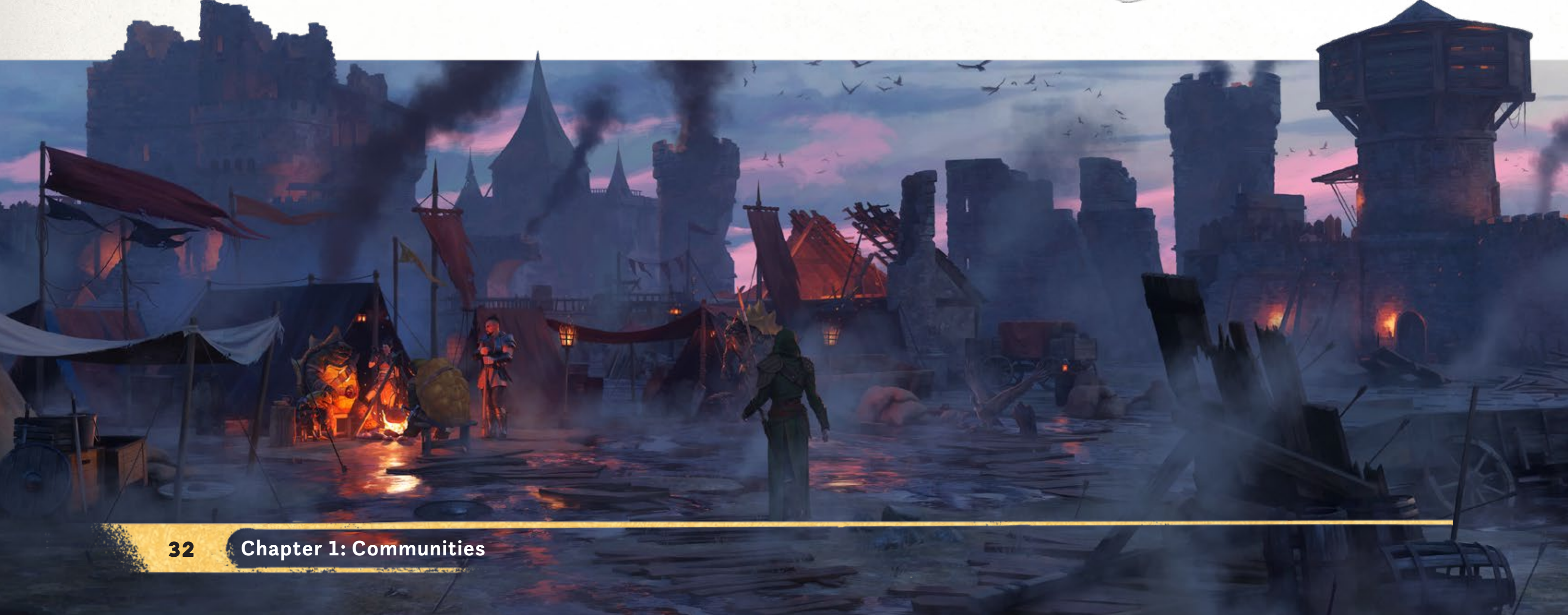
LOCALS WORK TOGETHER TO BUILD SHELTER IN THE REMAINS OF THEIR HOMES.

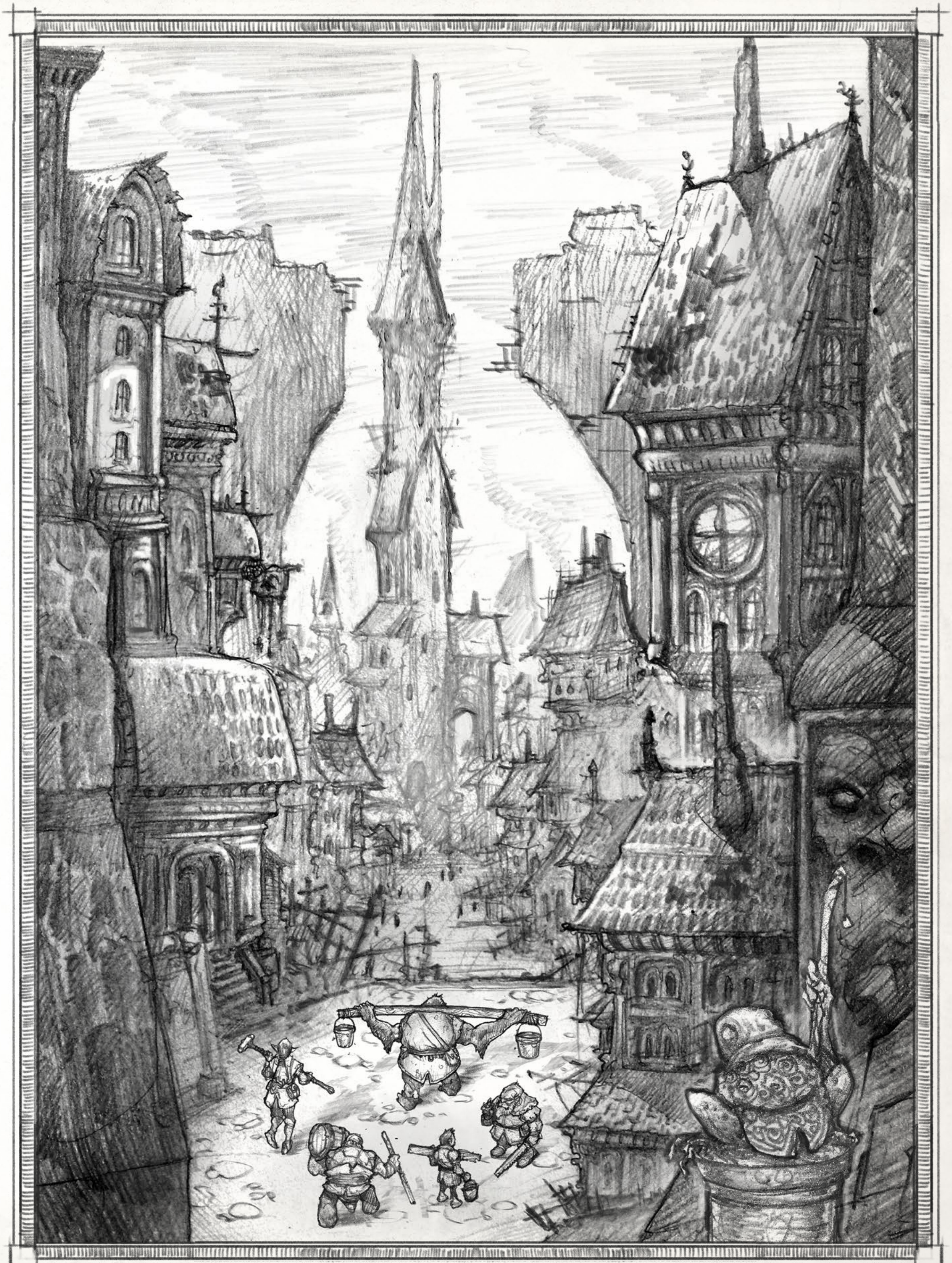


A TEAM SCAVANGES THROUGH WRECKAGE AFTER AN ATTACK. MANY WARBORNE ARE ADEPT AT PUTTING AVAILABLE RESOURCES TO GOOD USE, EVEN WHEN THOSE RESOURCES ARE FEW AND FAR BETWEEN.

COMBAT TRAINING

A SOLDIER TEACHES CIVILIANS TO DEFEND THEMSELVES IN PREPARATION FOR ANOTHER WAVE OF ATTACKS.





TRANSFORMATIONS

Transformations represent specific changes or augmentations of a Daggerheart character, often through magical means.

Transformations represent a fundamental shift in your character and how they interact with the world. These are optional aspects of a character's identity that the GM can give out during a campaign as part of the narrative or, at their discretion, present as an option during character creation.

Transformations provide both a mechanical benefit and a drawback. Taking a transformation card requires you to buy into the concept of the exchange, taking on the burden to reap the benefit. Because of this, we recommend you remind your GM of your transformation's negative effects whenever they're relevant to help both you and the GM fulfill the fiction of the transformation.

Like ancestry and community cards, a transformation card doesn't count against your domain card limit. When your character gains a transformation, add the card to your loadout as if it were part of your character's heritage. Consider how this transformation changes your character physically and psychologically—if you need inspiration, each transformation includes questions to help you.

While some transformations offer expanded power or unique narrative implications, unless stated otherwise in their features, no transformation prohibits a PC from being affected by damage or keeps them from making death moves. If there are details you'd like to incorporate into your character that go beyond the features on a transformation card, work with your GM to explore how they might manifest in your campaign's narrative.

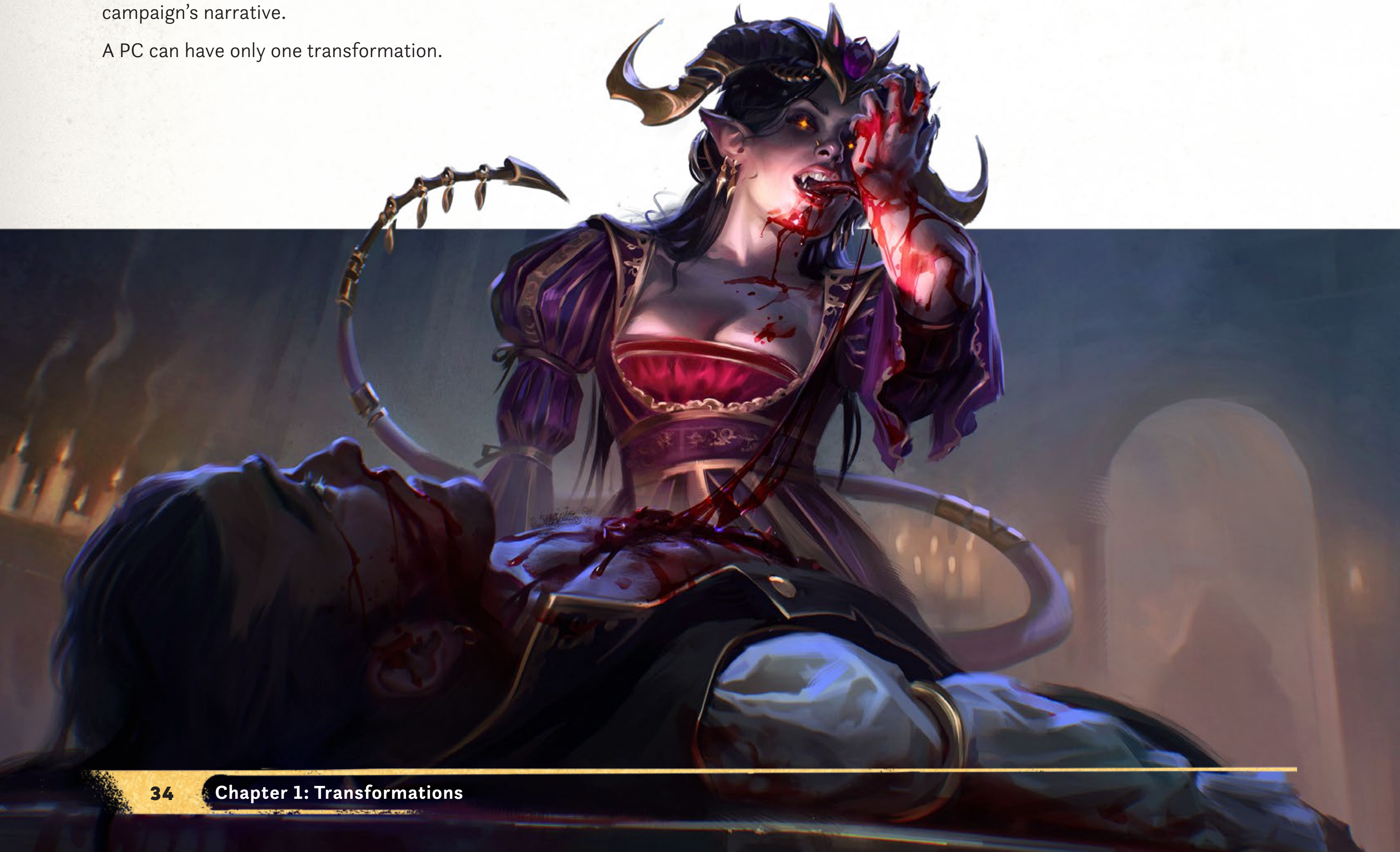
A PC can have only one transformation.

GRANTING TRANSFORMATIONS

GMs should discuss transformations with your players before incorporating them into your campaign. Transformations deeply impact a PC's narrative journey, so it's best to ensure this aspect of the game supports the story your players want to tell and is something they'll enjoy.

Some of the transformations presented here are easy to introduce during a campaign as a narrative development. For example, the vampire or werewolf transformation could be gained when the campaign's major villain targets a PC with a significant attack. A PC who gains the reanimated or ghost transformation might have died in a place of great magic or made a story-altering bargain in exchange for their resurrection. These transformations can also be part of character creation. Maybe a PC was born a werewolf and seeks to control this aspect of their lineage, or a PC is a long-dead ghost who haunts the party to protect the living.

Some transformations are more likely to be taken at character creation, such as the shapeshifter or demigod. However, they can still be introduced as a character twist during a campaign. It's ultimately up to you which transformations are available at character creation and how they become available throughout play—decide what works best for you, your players, and the story you're telling together.



DEMIGOD

Demigods are mortal creatures whose veins flow with the blood of the gods. They typically gain their power from divine parentage, accomplishing an incredible feat, or receiving a gift from a god. Many demigods appear as a typical member of their mortal ancestry, but all possess a subtle luminosity and a gleam in their eyes. They're also known to have pearlescent or metallic skin, and they might grow in size or gain physical features related to their power when it reveals itself. Because they share the blood of a Faint Divinity, a Forgotten God, a New God, or any other deity, no two demigods look the same.

Demigods are bestowed with a fragment of deific power, but not everything a demigod inherits is a blessing. Though they often excel at tasks they're well suited for, the expectations set upon them are often difficult and costly to live up to.

Examining Divinity in Daggerheart

In Daggerheart, PCs gain divine power in a number of ways. It can come through their ancestry, such as aetheris or infernis, who are distant descendants of the Faint Divinities. It can come through a character's community, such as an orderborne religious collective whose faith inspires them. It can come through a character's class, such as the seraph or warlock, who dedicate themselves to an otherworldly entity. It could also come through a transformation, such as demigod, which imposes a heavy burden to counterbalance the divine blessings.

For example, a player could build an Orderborne Aetheris Demigod Pact of the Wrathful Warlock, where each aspect of their character relates to a different source of divinity.

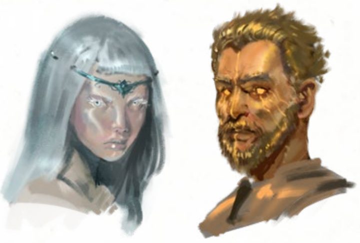
TRANSFORMATION FEATURES

Gifted: You gain a +1 bonus to action, reaction, and damage rolls.

Weight of Divinity: When you fail a roll, you must mark a Stress or the GM gains a Fear.

TRANSFORMATION QUESTIONS

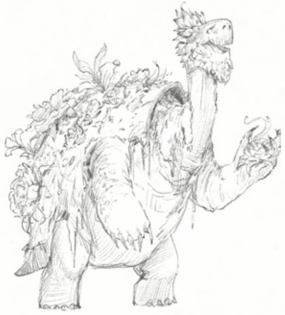
- Your divinity has affected an aspect of your appearance. In what way do you look different from others?
- Who bestowed demigod status upon you, and what trial did you complete to earn this gift?
- You were made fun of as a child for your divine parentage. Why?
- Why was the knowledge that you are a demigod kept from you for many years? Who kept this secret?
- You have an obligation you must fulfill due to the immortal blood that runs in your veins. What is this duty?
- In what way did your divinity initially manifest? Why did it surprise you?



SHINING SKIN AND HAIR

DEMIGODS OFTEN HAVE SKIN AND HAIR THAT APPEARS PEARLESCENT OR METALLIC.

A GALAPA DEMIGOD WITH A CONNECTION TO NATURE GROWS VIBRANT, FLOWERING PLANTS FROM THEIR SHELL AND BODY.



WARBORNE AETHERIS DEMIGOD

REBORNE HUMAN DEMIGOD

SEABORNE FUNGRIL DEMIGOD

GHOST

Ghosts are the spirits of the once-living who are bound to the Mortal Realm. They could be called forth after passing through the veil of death with necromantic rites, alchemical experimentation, the desperation of a loved one—or they may never have passed through the veil at all. Those who met a horrific end, were killed with a cursed weapon, or died in a place of power might have become trapped in the Mortal Realm instead of passing on.

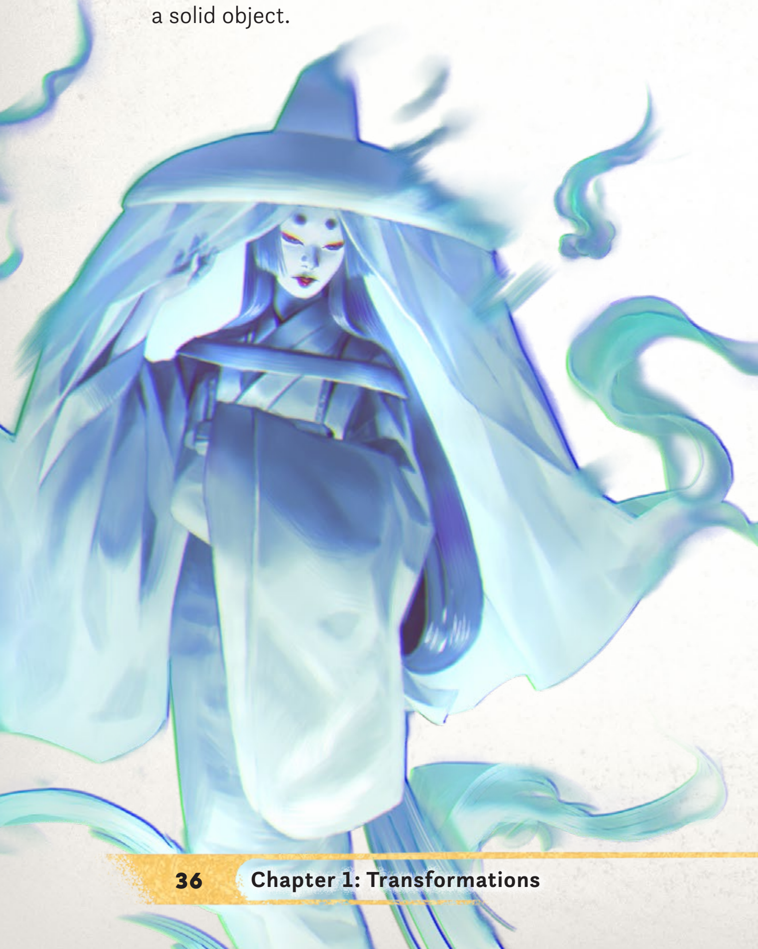
Because they occupy the space between life and death, a ghost can shift between the physical and the spectral and, at times, pass through solid objects. While some ghosts are almost indistinguishable from the living, others emanate spectral auras, appear desaturated in color, or bear physical evidence of their cause of death. When a ghost becomes incorporeal—which can occur at will, due to heightened emotions, or seemingly at random—they might appear semitranslucent, like a breath of fog that could dissipate in the wind.

Some ghosts return for revenge, some to save a loved one, and others to meet a goal or discover hidden knowledge. Their drive to accomplish this goal is the force that allows them to exist in the Mortal Realm. When they complete that goal, their work is done, and they immediately pass beyond the veil of death.

TRANSFORMATION FEATURES

Unfinished Business: Work with your GM to decide what purpose or desire keeps you bound to the Mortal Realm. When you fulfill it, you cross through the veil of death.

Ephemeral: Your body wavers in and out of being corporeal. You are resistant to physical damage, take double magic damage, and can **mark 2 Stress** to momentarily pass through a solid object.

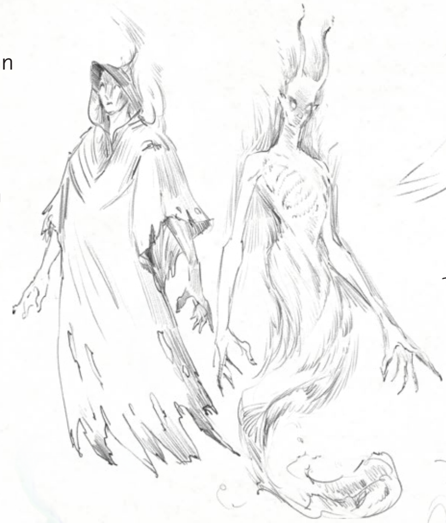


TRANSFORMATION QUESTIONS

- How did you die, and what fear has your death instilled in you?
- What brought you back from beyond the veil of death?
- In life, you loved someone dearly. Why do you need to find them again?
- What must you accomplish now that you've returned to the Mortal Realm? How will you meet your goal?
- Who harmed you in your first life? How do you plan to deal with them now that you've returned?
- You had to sacrifice something dear to you in order to come back to the Mortal Realm. What did you give up, and who did you give it to?

A CHANGE IN APPEARANCE

GHOSTS OFTEN UNDERGO A SHIFT IN THEIR APPEARANCE WHEN THEY BECOME INCORPOREAL. THEY MIGHT BECOME MORE TRANSLUCENT, EXHIBIT WOUNDS FROM THEIR CAUSE OF DEATH, OR TAKE ON AN OTHERWORLDLY GLOW.



THEY'RE SPECIFICALLY SUSCEPTIBLE TO THE EFFECTS OF MAGIC.

SOME SAY WHEN A GHOST COMPLETES THEIR UNFINISHED BUSINESS, THEY FACE TOTAL OBLIVION RATHER THAN PASSING THROUGH THE VEIL OF DEATH.

PASSING THROUGH SOLID OBJECTS CAN BE DISCONCERTING FOR SOME GHOSTS, EVEN AFTER THEY'VE SPENT MANY YEARS AS A SPIRIT.

REANIMATED

Reanimated are corpses who have been brought back to life. Whether through a spell, a holy ritual, arcane experimentation, or other unnatural methods, these mortals have returned from beyond the veil of death as undead and are bound to their decaying bodies. Newly reanimated are more likely to look like a typical member of their ancestry, but as they go on, they must patch and repair their bodies with bones, flesh, and other materials harvested from the recently deceased. While some repair their wounds and decay with needle, thread, and herbs, others use magic to incorporate these materials into themselves.

Many stories of the reanimated describe them as possessing increased durability or, in some cases, immunity to pain. This may be true for some reanimated, but many experience prolonged agony—whether from the physical echoes of their own demise, the discomfort of moving a decomposing body, the trouble controlling their amalgamated parts, or the mental anguish of being forcibly pulled back from death into a second life.

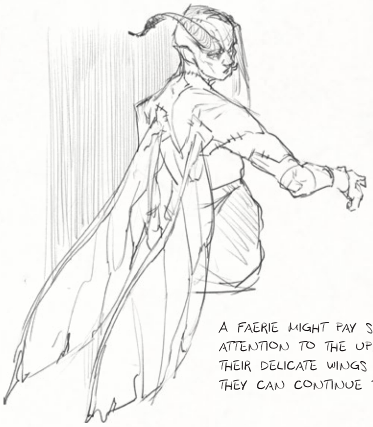
TRANSFORMATION FEATURES

Corpse: During a rest, you can clear Hit Points only if you have access to remains from a recently deceased creature. Describe how you use these materials to maintain your corpse.

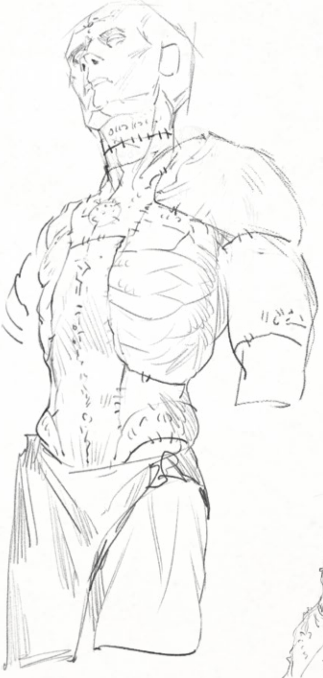
Won't Stay Dead: When you choose the Risk It All death move and fail, you can **permanently mark a Hit Point** to succeed instead. When you do, you still use the Hope Die's value to clear Hit Points and Stress. When you permanently mark your last Hit Point, you pass through the veil of death.

TRANSFORMATION QUESTIONS

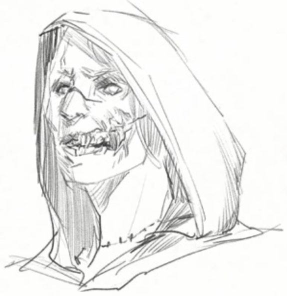
- How did you first die, and how has that death affected your view on life?
- A fragment of memory from your first life haunts you. What is the memory, and why do you think it's important?
- You had a dream for your life that you now believe you can never reach. What was your dream, and why do you think being reanimated makes it impossible to fulfill?
- How were you brought back from the dead, and how did the process change your body?
- Someone brought you back from death. Who were they, and how do you feel about this person and what they did to you?
- In the brief time you passed through the veil of death, you saw something that changed you forever. What was it?



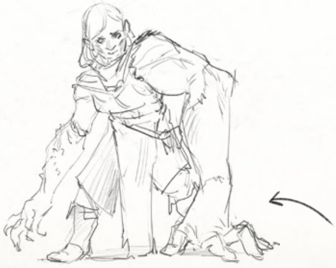
A faerie might pay special attention to the upkeep of their delicate wings to ensure they can continue to fly.

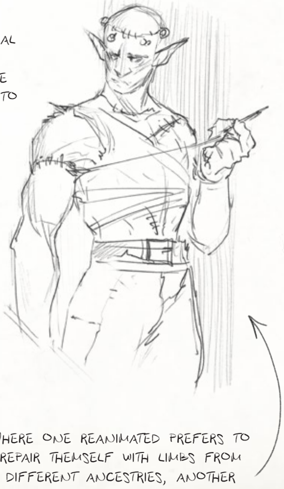


A mage is using ritual magic to bring this person back to life. Their body is covered in glowing runes.



Because their body won't heal itself, reanimated without access to material from the recently deceased continue to bear injuries.





Where one reanimated prefers to repair themself with limbs from different ancestries, another tries to find material that resembles their original form.

SHAPESHIFTER

Shapeshifters are creatures who can change their physical form. Whether they were born with this ability, gained it as a result of magical craft or a curse, or received this power from an otherworldly entity, shapeshifters have a unique relationship with their identity. Because shapeshifters can transform into any ancestry—one moment living as a small and nimble faerie and the next as a large and tough galapa—their experiences with the outside world can vary greatly from day to day.

While a shapeshifter is typically indistinguishable from another member of the ancestry they transform into, each shapeshifter has one characteristic that doesn't change no matter their form, such as their eyes, their coloring, or a unique birthmark. They also can't mimic a specific person's appearance, as they become a different version of themselves in a new body.

Taking on a new form also doesn't allow them to immediately have or use all the new form's characteristics—they must focus their efforts on the physical characteristics they most want to use. Shapeshifters might need time to learn how to embody a new form, sometimes leading to an uncanny appearance or behavior until they're accustomed to their body.

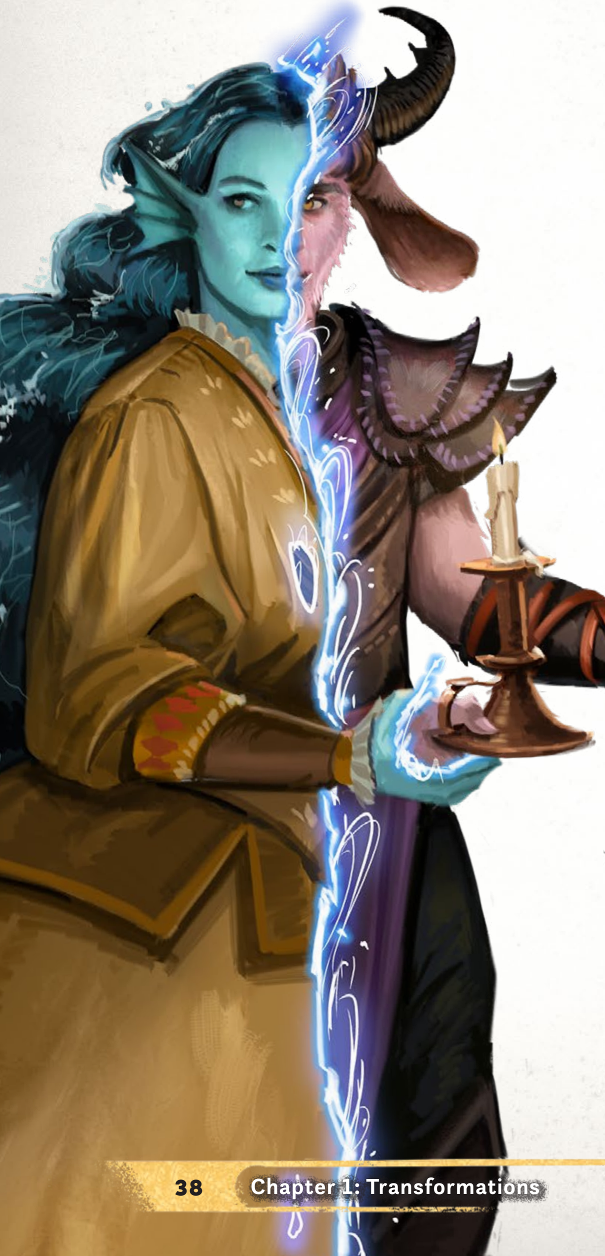
TRANSFORMATION FEATURES

Change Shape: During a rest, you can use a downtime move to swap your current ancestry with another. When you do, describe how your appearance changes.

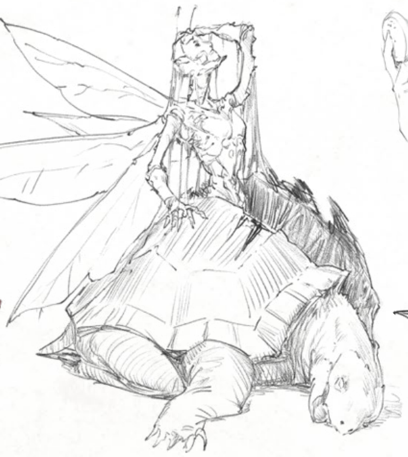
Only Skin Deep: You gain the benefit of only one of your chosen ancestry's features, which you select when you choose the ancestry. You can use a downtime move to choose a different feature from that ancestry.

TRANSFORMATION QUESTIONS

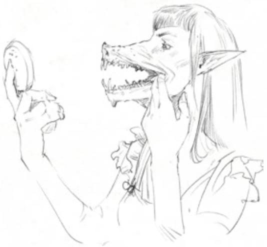
- You believe you have a "true form," but you haven't seen it. What do you think it is, and how do you know it's there?
- What trick have you developed to identify other shapeshifters?
- Someone you loved dearly abandoned you when they found out about your ability to change shape. Who was it, and what happened?
- What is one form you've vowed to never take, and why?
- Which ancestry do you live as more than others? Why do you spend so much time in this form?
- Someone you know can instantly recognize you, no matter your form. How do they claim to identify you and what does their familiarity mean to you?



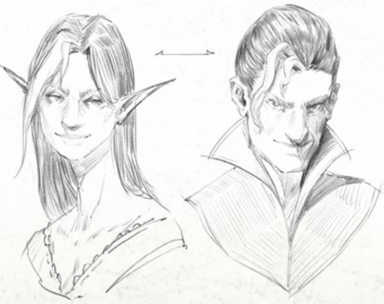
EACH SHAPESHIFTER HAS A UNIQUE TRANSFORMATION METHOD. ONE MIGHT SHIFT IN A CLOUD OF MAGIC WHILE ANOTHER REASSEMBLES THEMSELF.



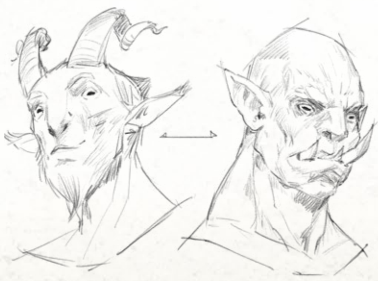
"MOLTING" THEIR GALAPA SHAPE INTO A NEW FAERIE FORM



MOLDING THEIR FACE INTO A NEW SHAPE AS IF IT WERE CLAY



A SHAPESHIFTER WHOSE HAIR ALWAYS HAS A WHITE STREAK



A SHAPESHIFTER WHOSE EYES ALWAYS HAVE SQUARE PUPILS

VAMPIRE

Vampires are undead creatures with sharp fangs who feed on the blood of the living. They aren't born, but created—sired by another vampire through a bite and exchange of blood, transformed through an occult ritual, or changed through other mysterious methods. Because those who become vampires die and come back as supernatural entities, they must consume the blood—the life essence—of others to survive.

At first glance, many vampires are indistinguishable from typical members of their ancestry. Beyond their telltale fangs, they can be affected by their vampirism in myriad subtle or conspicuous ways, displaying traits such as sallow skin, visible veins, eyes that shine in the dark, or, in some cases, enhanced beauty. Depending on the nature of their vampiric origin, individuals may stop aging at the time of their transformation and remain vibrant and powerful long after their cohorts have succumbed to the ravages of time. No matter their appearance, all vampires possess enhanced abilities that can result in a terrifying end for their targets.

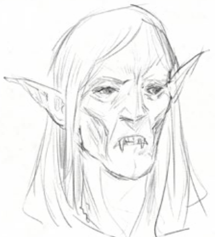
TRANSFORMATION FEATURES

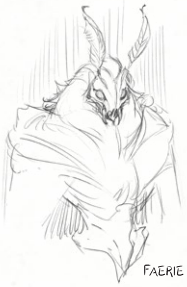
Fangs: Make an attack using a trait of your choice to bite a target within Melee range. On a success, deal **d6** physical damage using your Proficiency.

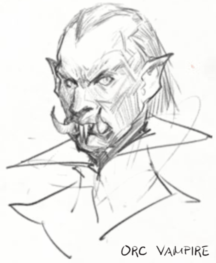
***Feed*:** On a successful "Fangs" attack against a creature that can bleed, you can **mark a Stress** to feed. Place a number of tokens on this card equal to the number of Hit Points the target marks. You can hold up to 6 tokens at a time. Before you make an action roll, you can spend a token to make your Fear Die a **d20**. When you take a long rest, remove a token. While there are no tokens on this card, you make action and reaction rolls with disadvantage.

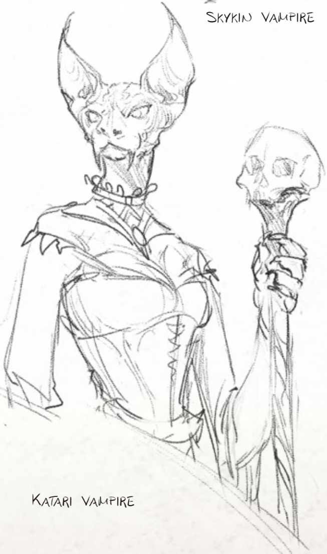
TRANSFORMATION QUESTIONS

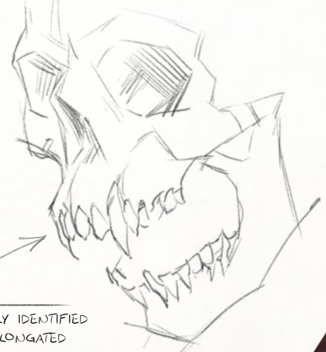
- Who did you have to leave behind when you became a vampire, and why was it so hard to let them go?
- You once killed an innocent for their blood. What characteristic of theirs do you notice most in others?
- What does your vampirisim make you particularly vulnerable to?
- Who were you able to save using your vampiric power? What happened, and how do they feel about you now?
- How does your hunger for blood change you?
- The vampire who sired you still has a hold over you. What's their name, and what do they want you to do for them?


SKYKIN VAMPIRE


FAERIE VAMPIRE


ORC VAMPIRE


KATARI VAMPIRE

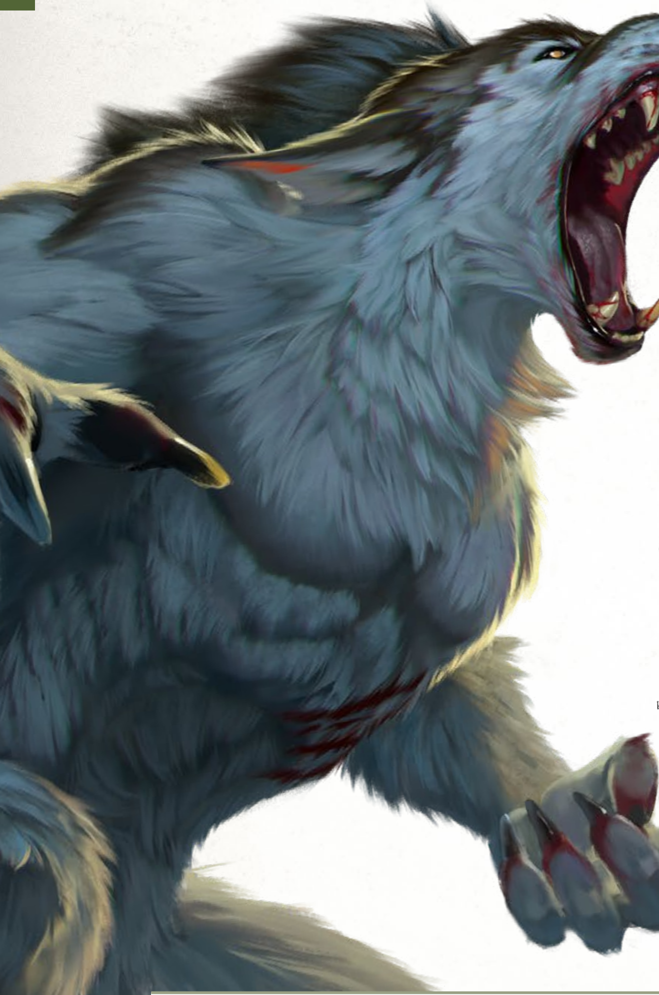

FANGS

VAMPIRES ARE EASILY IDENTIFIED BY THEIR FANGS. ELONGATED INCISORS OR CANINE TEETH ARE MOST COMMON, BUT SOME HAVE FANGS IN DIFFERENT POSITIONS OR MULTIPLE SETS THROUGHOUT THEIR MOUTH.

WEREWOLF

Werewolves are creatures who transform into large supernatural wolves. While some are born werewolves, others undergo this transformation because of a curse, an infection through another werewolf's bite, or another unnatural cause. Werewolves look like typical members of their ancestry until they shift, whereupon they transform into a massive otherworldly wolf. Some might even take on a shape that is an amalgamation of their ancestry and their wolf form. Stories describe werewolves shifting with the phases of the moon, though an individual's experience with this change varies based on the cause of their transformation.

Werewolves often struggle to control their hunting instinct and violence while in their wolf form, and they must have immense self-discipline, use significant energy, or resort to fleeing or locking themselves away to avoid harming their loved ones. The longer a werewolf has experience with their condition, the more likely they are to have developed methods of controlling themselves.



Playing Other Were-Creatures

Work with your GM if you want to create a character that transforms into a different were-creature. Many animals, especially predators, can easily take the place of wolves and still use the "Wolf Form" and "Howling Rampage" features.

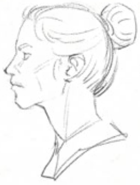
TRANSFORMATION FEATURES

Wolf Form: When you mark 1 or more Hit Points, you can **mark a Stress** to enter your Wolf Form. While in this form, you gain a **1d10** bonus to attack and damage rolls. When you roll with Hope while in Wolf Form, you must mark a Stress. Your Wolf Form lasts until you go into your "Howling Rampage" or take a rest.

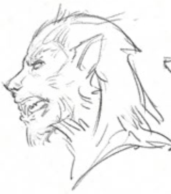
Howling Rampage: When you mark your last Stress while in Wolf Form, you go into a rampage. Roll a number of **d20s** equal to your tier and deal that much physical damage to all creatures within Very Close range, then drop out of Wolf Form.

TRANSFORMATION QUESTIONS

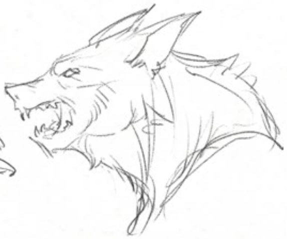
- Someone is hunting you. Who is it, and why do they want you dead?
- What were you afraid of before you became a werewolf, and how has your new power changed that fear?
- You hear your wolf form in your head as if it were another entity. What lie does it tell you about yourself, and why are you beginning to believe it?
- What led you to kill someone you love during your rampage?
- Who cursed you to become a werewolf?
- You were once entreated to join a pack of other werewolves. How did you respond?



HUMAN WEREWOLF BEFORE SHIFTING INTO WOLF FORM

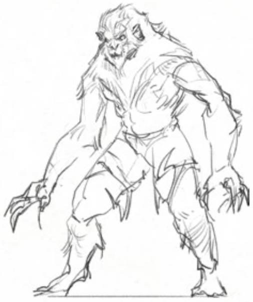


HUMAN WEREWOLF DURING SHIFT INTO WOLF FORM

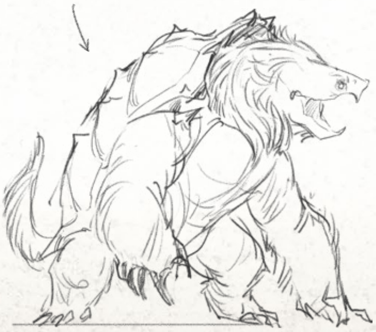


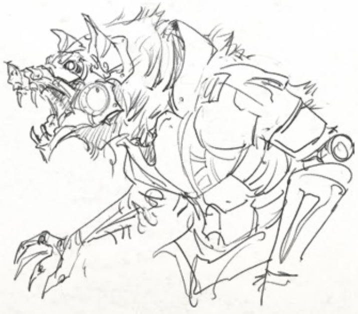
HUMAN WEREWOLF FULLY SHIFTED INTO WOLF FORM

SOME WEREWOLVES MOVE ON ALL FOURS, WHILE OTHERS WALK UPRIGHT OR ALTERNATE BETWEEN THE TWO.



A GALAPA WEREWOLF WHO SHIFTS INTO AN AMALGAMATION OF THEIR ANCESTRY AND WOLF FORM





A CLANK WEREWOLF WHOSE CURSE COMBINED THEIR MECHANICAL FEATURES AND WOLF FORM

CHAPTER TWO:
EQUIPMENT & LOOT

This chapter contains new weapons, armor, and loot the GM can make available throughout the campaign.

PRIMARY WEAPON TABLES

TIER 1 (LEVEL 1)

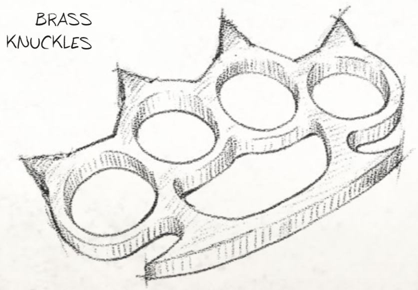
Physical Weapons

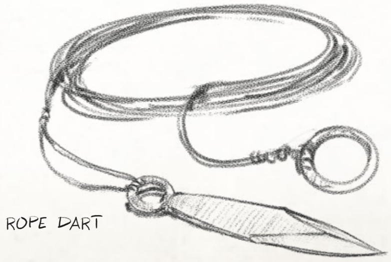
NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Katana	Agility	Melee	d10+3 phy	Two-Handed	***Quick:*** When you make an attack, you can mark a Stress to target another creature within range.
Brass Knuckles	Strength	Melee	d8+1 phy	One-Handed	—
Scimitar	Presence	Melee	d8+1 phy	One-Handed	—
Twisted Dagger	Knowledge	Melee	d8 phy	One-Handed	***Piercing:*** Damage dealt with this weapon treats the target's Major threshold as having a −2 penalty.
Whipsword	Finesse	Very Close	d8 phy	One-Handed	***Versatile:*** This weapon can also be used with these statistics—Finesse, Melee, d10.
Rope Dart	Instinct	Close	d6+1 phy	Two-Handed	—

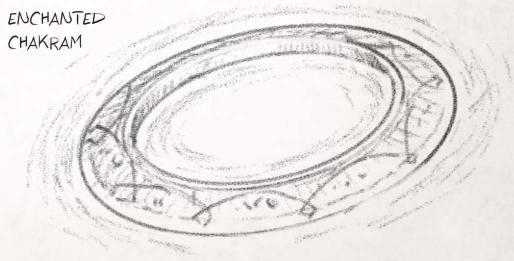
Magic Weapons

> *All magic weapons require a Spellcast trait.*

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Brightsword	Strength	Melee	d10+3 mag	Two-Handed	—
Shadowblade	Presence	Melee	d8 phy/mag	One-Handed	***Otherworldly:*** On a successful attack, you can deal physical or magic damage.
Enchanted Chakram	Finesse	Close	d6+1 mag	One-Handed	***Ricochet:*** When you throw this weapon, it returns to your hand. When you make an attack, you can mark a Stress to target another creature within Very Close range of the first target with that attack.
Casting Dagger	Instinct	Close	d6 mag	One-Handed	***Versatile:*** This weapon can also be used with these statistics—Instinct, Melee, d8.
Runelock Pistol	Knowledge	Far	d6+3 mag	One-Handed	***Reloading:*** After you make an attack, roll a d6. On a result of 1, you must mark a Stress to reload this weapon before you can fire it again.
Arcane Rifle	Agility	Very Far	d10+3 mag	Two-Handed	***Aimed:*** Your attack has disadvantage if the target is within Very Close range of you or within Melee range of one of your allies. You can mark a Stress to ignore this penalty.



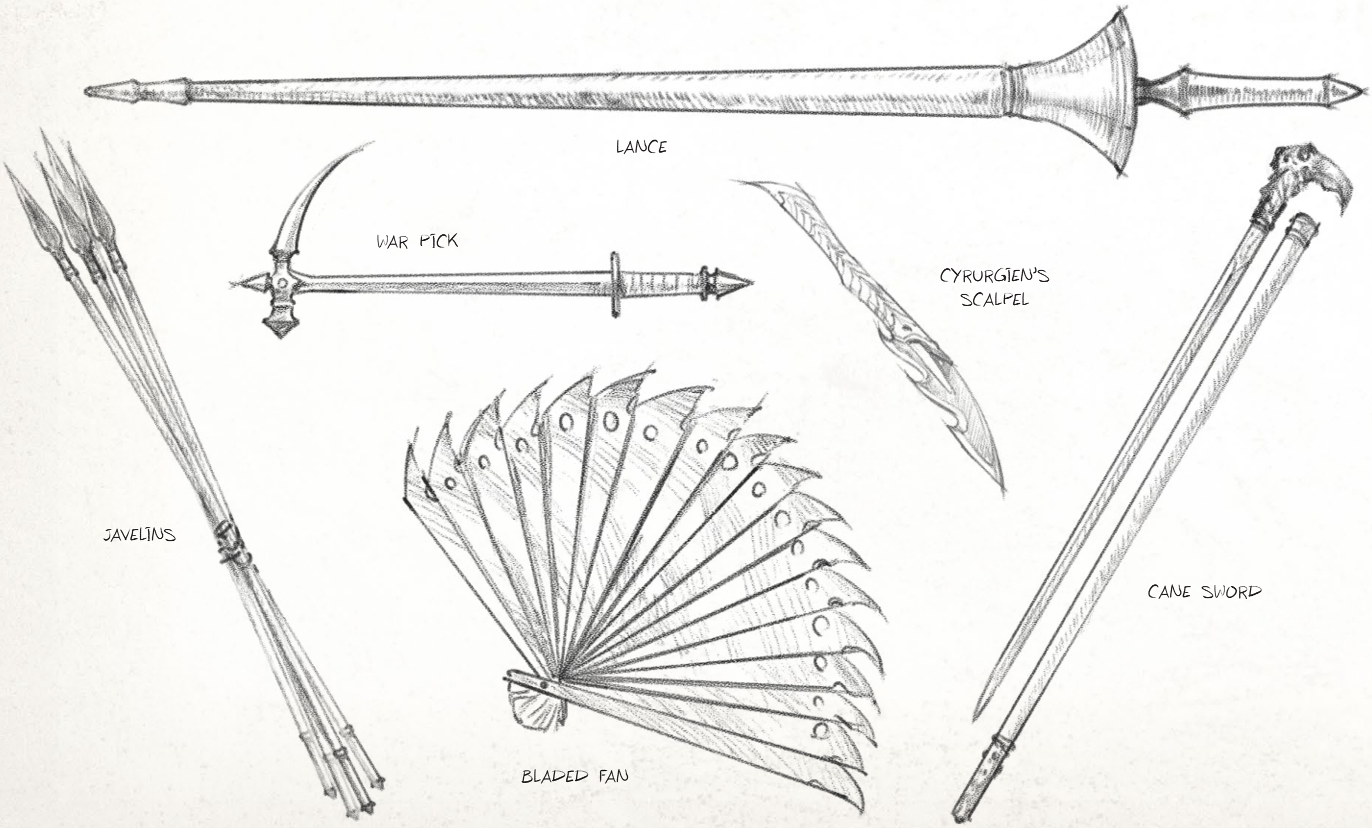




TIER 2 (LEVELS 2–4)

Physical Weapons

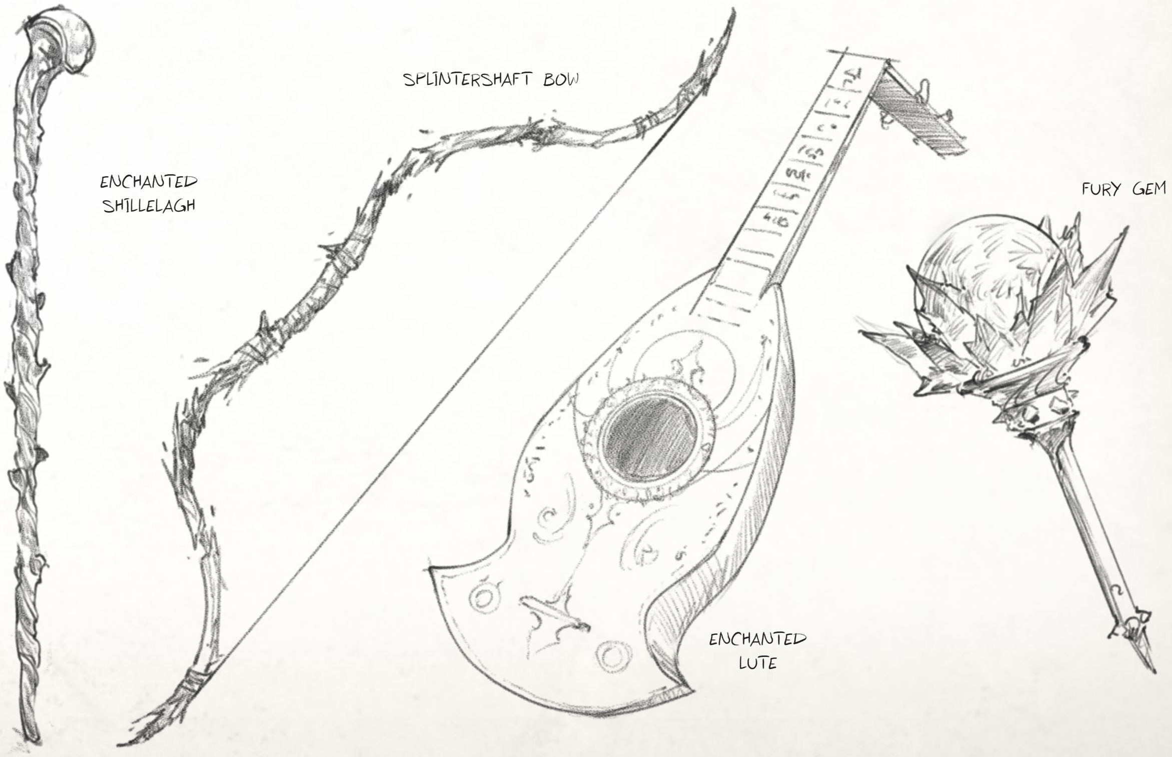
NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Improved Katana	Agility	Melee	d10+6 phy	Two-Handed	***Quick:*** When you make an attack, you can mark a Stress to target another creature within range.
Improved Brass Knuckles	Strength	Melee	d8+4 phy	One-Handed	—
Improved Scimitar	Presence	Melee	d8+4 phy	One-Handed	—
Improved Twisted Dagger	Knowledge	Melee	d8+3 phy	One-Handed	***Piercing:*** Damage dealt with this weapon treats the target’s Major threshold as having a −2 penalty.
Improved Whipsword	Finesse	Very Close	d8+3 phy	One-Handed	***Versatile:*** This weapon can also be used with these statistics—Finesse, Melee, d10+3.
Improved Rope Dart	Instinct	Close	d6+4 phy	Two-Handed	—
War Pick	Strength	Melee	d8+3 phy	One-Handed	***Deadly:*** When you deal Severe damage, the target must mark an additional HP.
Cane Sword	Finesse	Melee	d8+4 phy	One-Handed	***Retractable:*** The blade can be hidden in the cane to avoid detection.
Bladed Fan	Presence	Melee	d8+3 phy	One-Handed	***Parry:*** When you are attacked, roll this weapon’s damage dice. If any of the attacker’s damage dice rolled the same value as your dice, the matching results are discarded from the attacker’s damage dice before the damage you take is totaled.
Cyrurgien’s Scalpel	Knowledge	Melee	d8+3 phy	One-Handed	***Scary:*** On a successful attack, the target must mark a Stress.
Lance	Instinct	Very Close	d10+5 phy	Two-Handed	***Cumbersome:*** −1 to Finesse
Javelins	Agility	Very Close	d6+6 phy	One-Handed	***Stockpiled:*** You can throw this weapon at a target within Far range by making an attack roll using Agility without having to retrieve it, as you always have another one on hand.



Magic Weapons

> *All magic weapons require a Spellcast trait.*

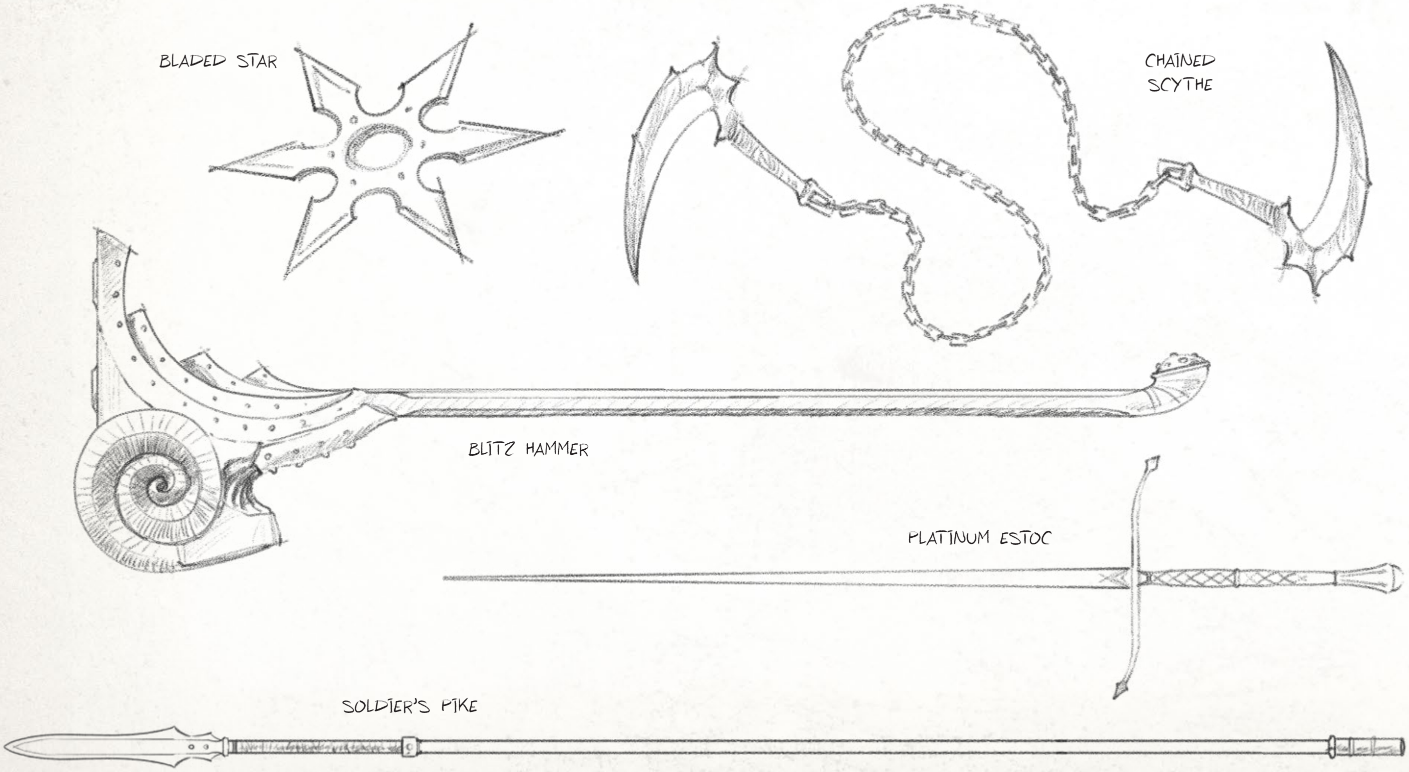
NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Improved Brightsword	Strength	Melee	d10+6 mag	Two-Handed	—
Improved Shadowblade	Presence	Melee	d8+3 phy/mag	One-Handed	***Otherworldly:*** On a successful attack, you can deal physical or magic damage.
Improved Enchanted Chakram	Finesse	Close	d6+4 mag	One-Handed	***Ricochet:*** When you throw this weapon, it returns to your hand. When you make an attack, you can mark a Stress to target another creature within Very Close range of the first target with that attack.
Improved Casting Dagger	Instinct	Close	d6+3 mag	One-Handed	***Versatile:*** This weapon can also be used with these statistics—Instinct, Melee, d8+3.
Improved Runelock Pistol	Knowledge	Far	d6+6 mag	One-Handed	***Reloading:*** After you make an attack, roll a d6. On a result of 1, you must mark a Stress to reload this weapon before you can fire it again.
Improved Arcane Rifle	Agility	Very Far	d10+6 mag	Two-Handed	***Aimed:*** Your attack has disadvantage if the target is within Very Close range of you or within Melee range of one of your allies. You can mark a Stress to ignore this penalty.
Enchanted Shillelagh	Strength	Melee	d8+3 mag	One-Handed	***Protective:*** +1 to your Armor Score
Displacement Razor	Finesse	Melee	d8+3 mag	Two-Handed	***Omnipresent:*** You can make attacks against targets within Very Far range, but must do so with disadvantage.
Spellbound Bangles	Knowledge	Melee	d10+6 mag	Two-Handed	—
Fury Gem	Instinct	Close	d8+3 mag	One-Handed	***Burning:*** When you roll the maximum result on a damage die, the target must mark a Stress.
Enchanted Lute	Presence	Close	d8+3 mag	Two-Handed	***Invigorating:*** On a successful attack, roll a d4. On a result of 4, clear a Stress.
Splintershaft Bow	Agility	Far	d6+6 mag	Two-Handed	***Volleyed:*** Spend a Hope to target a group of creatures within range. Targets you succeed against take half damage.



TIER 3 (LEVELS 5–7)

Physical Weapons

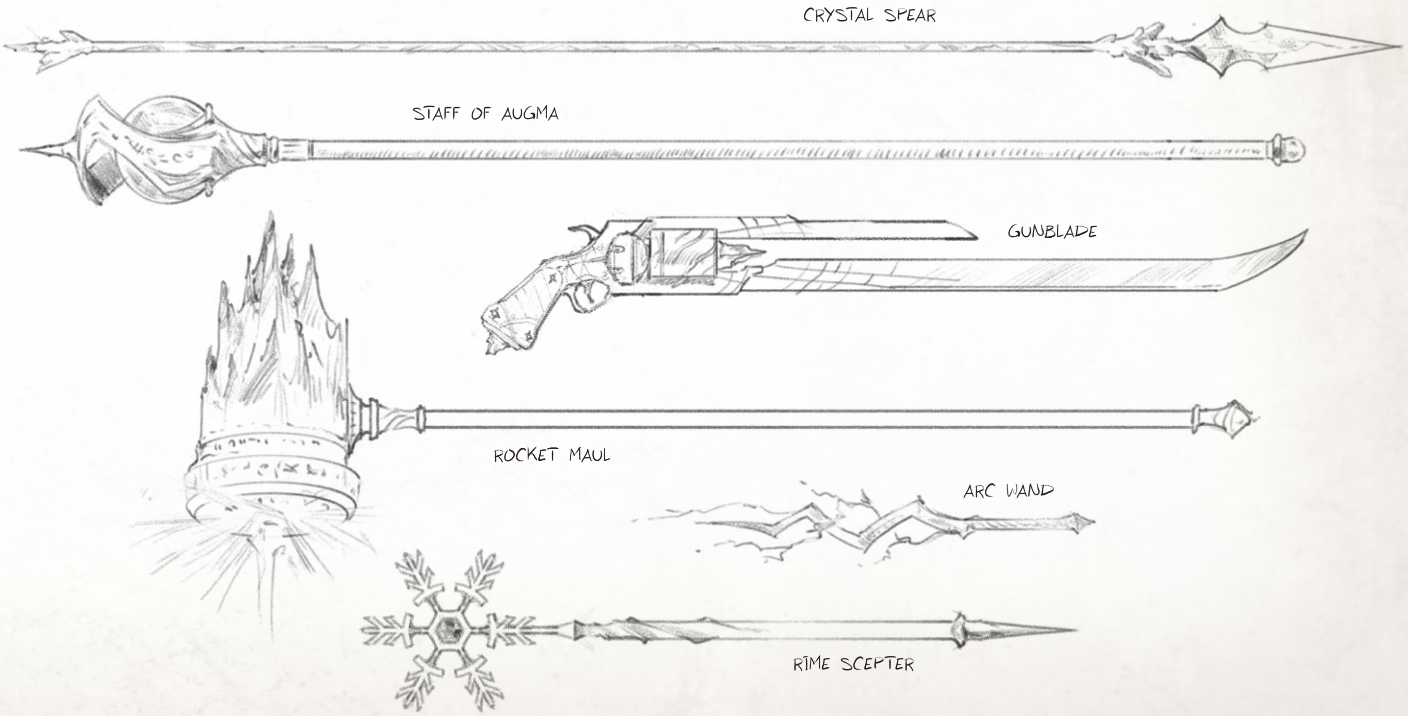
NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Advanced Katana	Agility	Melee	d10+9 phy	Two-Handed	***Quick:*** When you make an attack, you can mark a Stress to target another creature within range.
Advanced Brass Knuckles	Strength	Melee	d8+7 phy	One-Handed	—
Advanced Scimitar	Presence	Melee	d8+7 phy	One-Handed	—
Advanced Twisted Dagger	Knowledge	Melee	d8+6 phy	One-Handed	***Piercing:*** Damage dealt with this weapon treats the target's Major threshold as having a −2 penalty.
Advanced Whipsword	Finesse	Very Close	d8+6 phy	One-Handed	***Versatile:*** This weapon can also be used with these statistics—Finesse, Melee, d10+6.
Advanced Rope Dart	Instinct	Close	d6+7 phy	Two-Handed	—
Blitz Hammer	Strength	Melee	d10+7 phy	Two-Handed	***Accelerator:*** Once per scene, mark a Stress to move to Far range then make an attack. Gain a +1 bonus to your Proficiency on this attack.
Platinum Estoc	Finesse	Melee	d8+7 phy	One-Handed	***Piercing:*** Damage dealt with this weapon treats the target's Major threshold as having a −2 penalty.
Soldier's Pike	Agility	Very Close	d10+5 phy	Two-Handed	***Braced:*** When an adversary within this weapon's range deals damage to you, you can mark 2 Stress to force them to mark a Hit Point.
Chained Scythe	Instinct	Very Close	d10+5 phy	Two-Handed	***Quick:*** When you make an attack, you can mark a Stress to target another creature within range.
Singing Sword	Presence	Very Close	d8+5 phy	One-Handed	***Bolstering:*** When you critically succeed on an attack, all PCs within Close range gain a Hope.
Bladed Star	Knowledge	Close	d8+7 phy	One-Handed	***Rebounding:*** When you throw this weapon, it returns to your hand. On a failed attack, you can reroll your attack with disadvantage.



Magic Weapons

All magic weapons require a Spellcast trait.

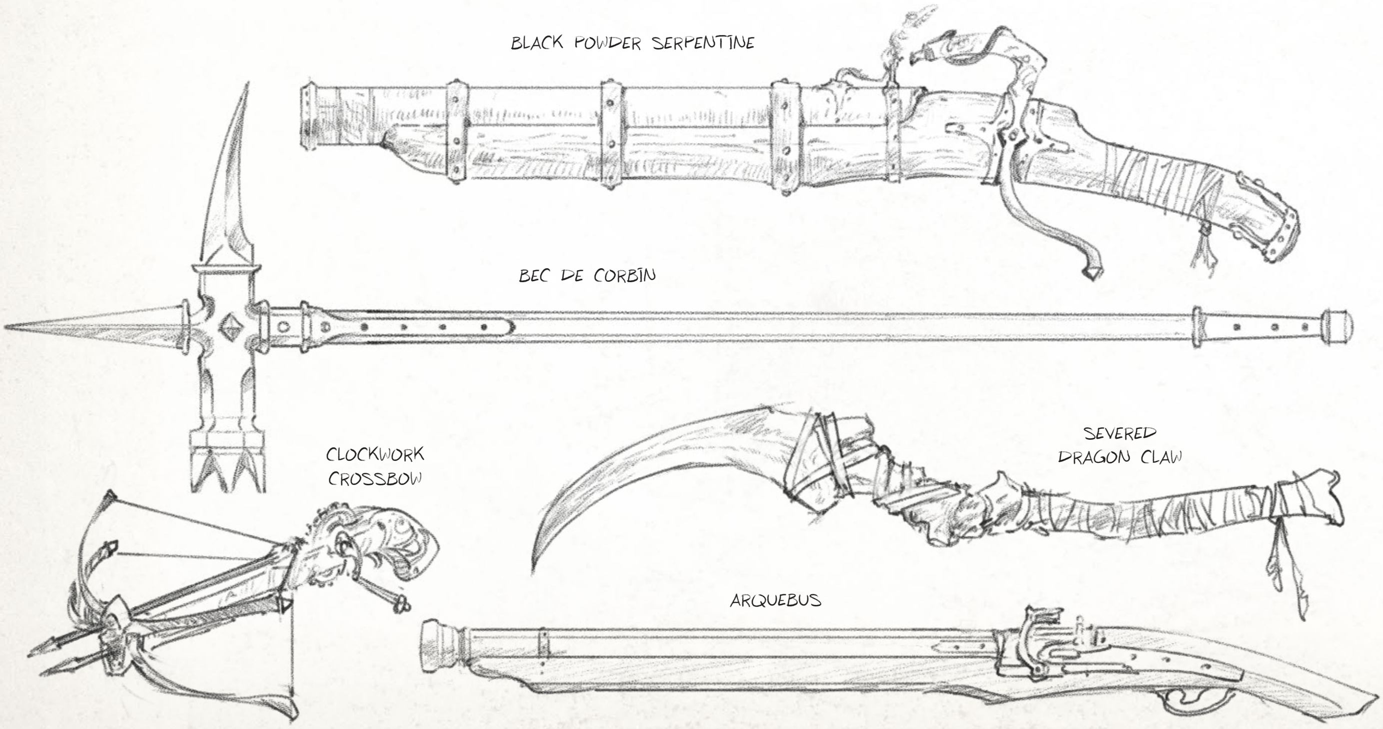
NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Advanced Brightsword	Strength	Melee	d10+9 mag	Two-Handed	—
Advanced Shadowblade	Presence	Melee	d8+6 phy/mag	One-Handed	***Otherworldly:*** On a successful attack, you can deal physical or magic damage.
Advanced Enchanted Chakram	Finesse	Close	d6+7 mag	One-Handed	***Ricochet:*** When you throw this weapon, it returns to your hand. When you make an attack, you can mark a Stress to target another creature within Very Close range of the first target with that attack.
Advanced Casting Dagger	Instinct	Close	d6+6 mag	One-Handed	***Versatile:*** This weapon can also be used with these statistics—Instinct, Melee, d8+6.
Advanced Runelock Pistol	Knowledge	Far	d6+9 mag	One-Handed	***Reloading:*** After you make an attack, roll a d6. On a result of 1, you must mark a Stress to reload this weapon before you can fire it again.
Advanced Arcane Rifle	Agility	Very Far	d10+9 mag	Two-Handed	***Aimed:*** Your attack has disadvantage if the target is within Very Close range of you or within Melee range of one of your allies. You can mark a Stress to ignore this penalty.
Rocket Maul	Strength	Melee	d10+7 mag	Two-Handed	***Concussive:*** On a successful attack, you can spend a Hope to knock the target back to Far range.
Crystal Spear	Finesse	Very Close	d10+6 mag	One-Handed	***Piercing:*** Damage dealt with this weapon treats the target's Major threshold as having a −2 penalty.
Arc Wand	Presence	Close	d8+6 mag	One-Handed	***Bouncing:*** Mark any number of Stress to target that many additional creatures in range of the attack.
Rime Scepter	Knowledge	Close	d8+6 mag	One-Handed	***Freezing:*** When an attack from this weapon causes a target to mark 2 or more HP, they become temporarily *Restrained*.
Gunblade	Agility	Far	d6+6 mag	One-Handed	***Versatile:*** This weapon can also be used with these statistics—Agility, Melee, d8+6 phy.
Staff of Augma	Instinct	Far	d6+7 mag	One-Handed	***Catalytic:*** On a successful attack, you can mark a Stress to give an ally within Close range a +3 bonus to their next attack roll.



TIER 4 (LEVELS 8–10)

Physical Weapons

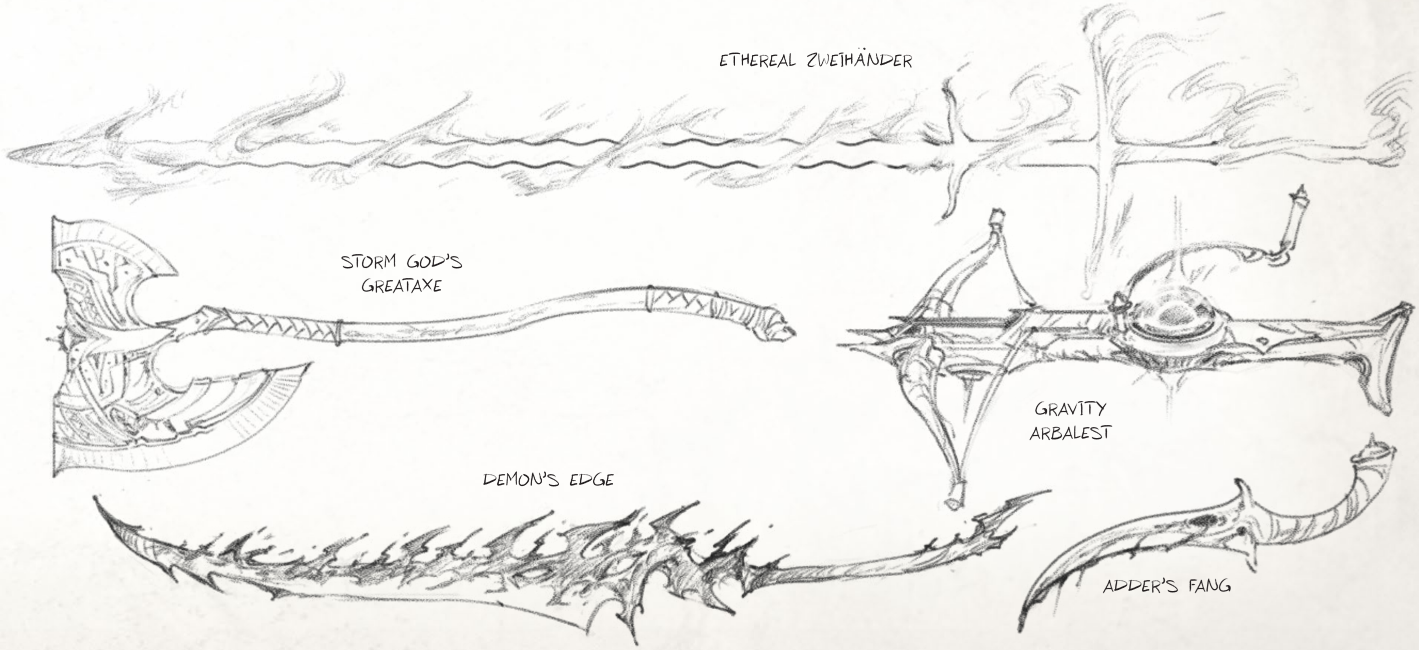
NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Legendary Katana	Agility	Melee	d10+12 phy	Two-Handed	***Quick:*** When you make an attack, you can mark a Stress to target another creature within range.
Legendary Brass Knuckles	Strength	Melee	d8+10 phy	One-Handed	—
Legendary Scimitar	Presence	Melee	d8+10 phy	One-Handed	—
Legendary Twisted Dagger	Knowledge	Melee	d8+9 phy	One-Handed	***Piercing:*** Damage dealt with this weapon treats the target's Major threshold as having a −2 penalty.
Legendary Whipsword	Finesse	Very Close	d8+9 phy	One-Handed	***Versatile:*** This weapon can also be used with these statistics—Finesse, Melee, d10+9.
Legendary Rope Dart	Instinct	Close	d6+10 phy	Two-Handed	—
Severed Dragon Claw	Instinct	Melee	d10+11 phy	One-Handed	***Destructive:*** −1 to Agility; on a successful attack, all adversaries within Very Close range must mark a Stress.
Infinite Staff	Presence	Melee	d10+9 phy	Two-Handed	***Extending:*** You can increase the range of this weapon up to Very Far. You gain a −1 penalty to attack rolls for each step you increase the range by (such as Melee to Very Close, Very Close to Close, or Close to Far).
Bec de Corbin	Agility	Very Close	d10+9 phy	Two-Handed	***Devastating:*** Before you make an attack roll, you can mark a Stress to use a d20 as your damage die.
Black Powder Serpentine	Strength	Far	d8+12 phy	Two-Handed	***Incendiary:*** −1 to Agility; on a successful attack, all creatures within Very Close range of the target must mark a Hit Point.
Clockwork Crossbow	Finesse	Far	d6+11 phy	One-Handed	***Quick:*** When you make an attack, you can mark a Stress to target another creature within range.
Arquebus	Knowledge	Far	d8+10 phy	Two-Handed	***Reloading:*** After you make an attack, roll a d6. On a result of 1, you must mark a Stress to reload this weapon before you can fire it again.



Magic Weapons

> *All magic weapons require a Spellcast trait.*

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Legendary Brightsword	Strength	Melee	d10+12 mag	Two-Handed	—
Legendary Shadowblade	Presence	Melee	d8+9 phy/mag	One-Handed	***Otherworldly:*** On a successful attack, you can deal physical or magic damage.
Legendary Enchanted Chakram	Finesse	Close	d6+10 mag	One-Handed	***Ricochet:*** When you throw this weapon, it returns to your hand. When you make an attack, you can mark a Stress to target another creature within Very Close range of the first target with that attack.
Legendary Casting Dagger	Instinct	Close	d6+9 mag	One-Handed	***Versatile:*** This weapon can also be used with these statistics—Instinct, Melee, d8+9.
Legendary Runelock Pistol	Knowledge	Far	d6+12 mag	One-Handed	***Reloading:*** After you make an attack, roll a d6. On a result of 1, you must mark a Stress to reload this weapon before you can fire it again.
Legendary Arcane Rifle	Agility	Very Far	d10+12 mag	Two-Handed	***Aimed:*** Your attack has disadvantage if the target is within Very Close range of you or within Melee range of one of your allies. You can mark a Stress to ignore this penalty.
Starmetal Blade	Agility	Melee	d8+10 mag	One-Handed	***Serrated:*** When you roll a 1 on a damage die, it deals 8 damage instead.
Adder's Fang	Finesse	Melee	d8+9 mag	One-Handed	***Venomous:*** When you deal Major or greater damage with this weapon, the target becomes temporarily *Vulnerable*.
Demon's Edge	Presence	Melee	d8+10 mag	One-Handed	***Disturbing:*** When you defeat a creature with this weapon, all adversaries within Close range must mark a Stress.
Storm God's Greataxe	Strength	Very Close	d10+9 mag	Two-Handed	***Bouncing:*** Mark any number of Stress to target that many additional creatures in range of the attack.
Ethereal Zweihänder	Instinct	Very Close	d10+9 mag	Two-Handed	***Ethereal:*** You must mark a Stress to conjure this weapon. It lasts until the end of the scene.
Gravity Arbalest	Knowledge	Far	d8+6 mag	Two-Handed	***Magnetic:*** When you make an attack with this weapon, you can spend a Hope to force all adversaries within Very Close range of the target to make a Reaction Roll (16). Creatures who fail must mark a Stress and are pulled into Melee range of the target.



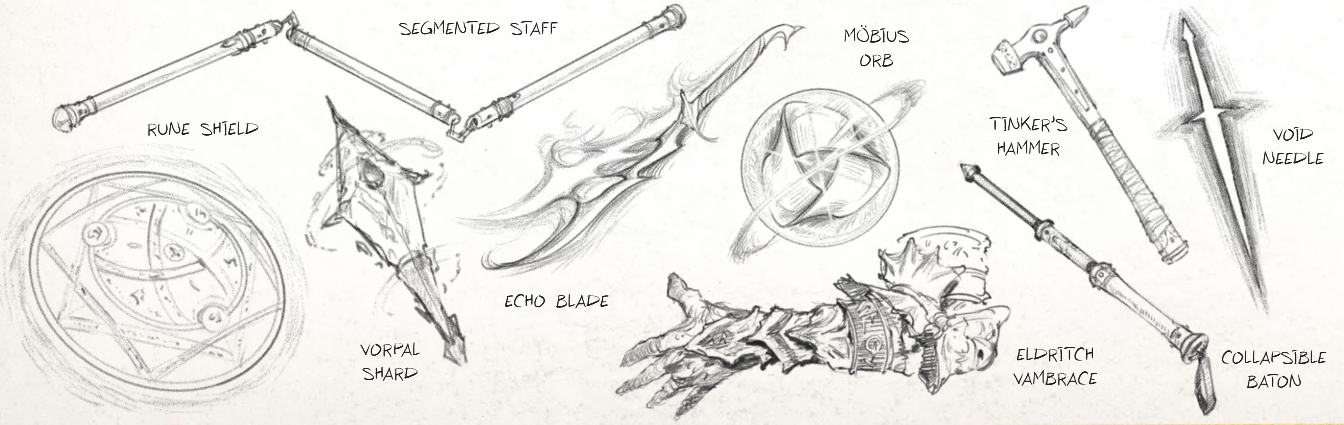
SECONDARY WEAPON TABLES

TIER 1 (LEVEL 1)

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Hatchet	Agility	Melee	d8 phy	One-Handed	***Follow-Up:*** On a successful attack with your primary weapon within Melee range, you can mark a Stress to gain a +1 bonus to your Proficiency for this attack.
Offhand Brass Knuckles	Strength	Melee	d8 phy	One-Handed	***Paired:*** +2 to primary weapon damage to targets within Melee range
Throwing Knives	Finesse	Melee	d8 phy	One-Handed	***Stockpiled:*** You can throw this weapon within Close range by making an attack roll using Finesse. You don't have to retrieve it, as you always have another on hand.
Fighting Cloak	Presence	Melee	d4 phy	One-Handed	***Padded:*** +2 to damage thresholds
Rune Shield	Knowledge	Melee	d4 mag	One-Handed	***Protective:*** +1 to Armor Score
Focus Runes	Instinct	Very Close	d6 mag	One-Handed	***Focused:*** +1 to primary weapon damage to targets within Very Close range

TIER 2 (LEVELS 2–4)

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Improved Hatchet	Agility	Melee	d8+2 phy	One-Handed	***Follow-Up:*** On a successful attack with your primary weapon within Melee range, you can mark a Stress to gain a +1 bonus to your Proficiency for this attack.
Improved Offhand Brass Knuckles	Strength	Melee	d8+2 phy	One-Handed	***Paired:*** +3 to primary weapon damage to targets within Melee range
Improved Throwing Knives	Finesse	Melee	d8+2 phy	One-Handed	***Stockpiled:*** You can throw this weapon within Close range by making an attack roll using Finesse. You don't have to retrieve it, as you always have another on hand.
Improved Fighting Cloak	Presence	Melee	d4+2 phy	One-Handed	***Padded:*** +3 to damage thresholds
Improved Rune Shield	Knowledge	Melee	d4+2 mag	One-Handed	***Protective:*** +2 to Armor Score
Improved Focus Runes	Instinct	Very Close	d6+2 mag	One-Handed	***Focused:*** +1 to primary weapon damage to targets within Very Close range
Collapsible Baton	Strength	Melee	d8 phy	One-Handed	***Nonlethal:*** When a target would mark any number of Hit Points from an attack with this weapon, they mark an equal number of Stress instead.
Eldritch Vambrace	Instinct	Melee	d8 mag	One-Handed	***Deflecting:*** When you are attacked, you can mark an Armor Slot to gain a bonus to your Evasion equal to your Armor Score against the attack.
Segmented Staff	Agility	Very Close	d6+4 phy	One-Handed	***Double Duty:*** +1 to Armor Score; +1 to primary weapon damage within Melee range
Razor Wire	Finesse	Very Close	d6+3 phy	One-Handed	***Entangling:*** On a successful attack with your primary weapon against a target within Very Close range, you can spend a Hope to make the target temporarily *Vulnerable*.



TIER 3 (LEVELS 5–7)

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Advanced Hatchet	Agility	Melee	d8+4 phy	One-Handed	***Follow-Up:*** On a successful attack with your primary weapon within Melee range, you can mark a Stress to gain a +1 bonus to your Proficiency for this attack.
Advanced Offhand Brass Knuckles	Strength	Melee	d8+4 phy	One-Handed	***Paired:*** +4 to primary weapon damage to targets within Melee range
Advanced Throwing Knives	Finesse	Melee	d8+4 phy	One-Handed	***Stockpiled:*** You can throw this weapon within Close range by making an attack roll using Finesse. You don't have to retrieve it, as you always have another on hand.
Advanced Fighting Cloak	Presence	Melee	d4+4 phy	One-Handed	***Padded:*** +4 to damage thresholds
Advanced Rune Shield	Knowledge	Melee	d4+4 mag	One-Handed	***Protective:*** +3 to Armor Score
Advanced Focus Runes	Instinct	Very Close	d6+4 mag	One-Handed	***Focused:*** +1 to primary weapon damage to targets within Very Close range
Tinker's Hammer	Strength	Melee	d8+4 phy	One-Handed	***Trusty:*** +1 to attack rolls made with your primary weapon
Vorpal Shard	Knowledge	Melee	d4 mag	One-Handed	***Targeted:*** When you fail a weapon attack, you can spend a Hope to succeed on your next weapon attack.
Soul Chain	Presence	Very Close	d6+5 mag	One-Handed	***Draining:*** On a successful attack, you can spend a Hope to force the target to mark a Stress. If they do, you clear a Stress.
War Dart	Agility	Far	d6+5 phy	One-Handed	***Versatile:*** This weapon can also be used with these statistics—Agility, Melee, d8+5.

TIER 4 (LEVELS 8–10)

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Legendary Hatchet	Agility	Melee	d8+6 phy	One-Handed	***Follow-Up:*** On a successful attack with your primary weapon within Melee range, you can mark a Stress to gain a +1 bonus to your Proficiency for this attack.
Legendary Offhand Brass Knuckles	Strength	Melee	d8+6 phy	One-Handed	***Paired:*** +5 to primary weapon damage to targets within Melee range
Legendary Throwing Knives	Finesse	Melee	d8+6 phy	One-Handed	***Stockpiled:*** You can throw this weapon within Close range by making an attack roll using Finesse. You don't have to retrieve it, as you always have another on hand.
Legendary Fighting Cloak	Presence	Melee	d4+6 phy	One-Handed	***Padded:*** +5 to damage thresholds
Legendary Rune Shield	Knowledge	Melee	d4+6 mag	One-Handed	***Protective:*** +4 to Armor Score
Legendary Focus Runes	Instinct	Very Close	d6+6 mag	One-Handed	***Focused:*** +1 to primary weapon damage to targets within Very Close range
Void Needle	Finesse	Melee	d4+6 phy	One-Handed	***Inverted:*** When you roll a weapon attack with Fear, you gain a Hope.
Echo Blade	Presence	Melee	d4+6 mag	One-Handed	***Doubled Up:*** When you succeed on an attack with your primary weapon, you can deal damage to another target within Melee range.
Möbius Orb	Knowledge	Melee	d8+6 mag	One-Handed	***Recursive:*** When you roll the maximum value on a damage die, roll an additional damage die and add the result to the total damage. This feature can trigger repeatedly.
Blackblood Tendril	Instinct	Close	d6+8 mag	One-Handed	***Poisonous:*** When a target marks any number of Hit Points from an attack you rolled with Fear, they mark an equal number of Stress.

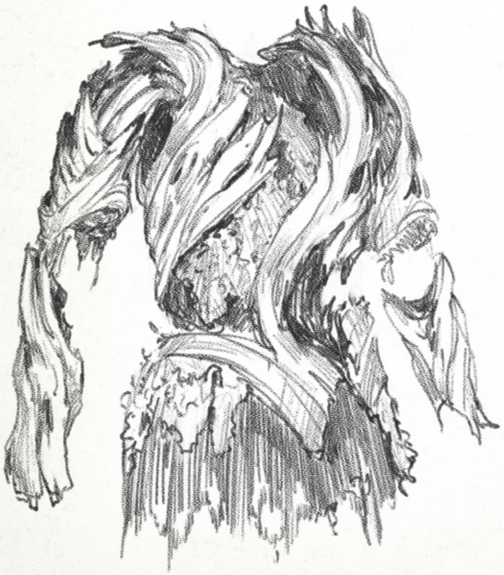
ARMOR TABLES

TIER 1 (LEVEL 1)

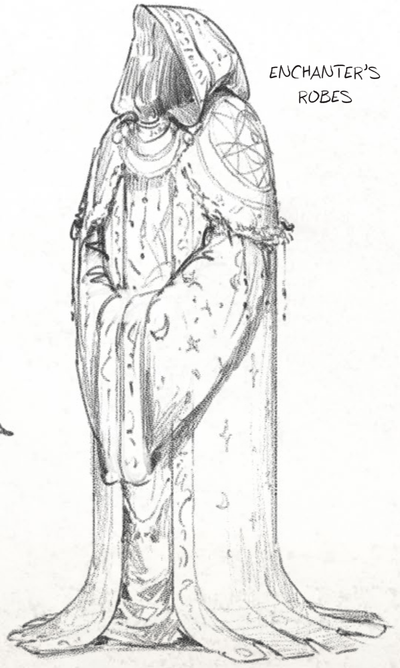
NAME	BASE THRESHOLDS	BASE SCORE	FEATURE
Mage Robes	4 / 10	2	***Enchanted:*** Gain a bonus to your damage thresholds equal to your Spellcast trait.
Brigandine Armor	6 / 12	3	***Lined:*** Mark a Stress to negate Minor damage.
Scale Mail Armor	7 / 14	3	***Cumbersome:*** −1 to Finesse
Banded Armor	8 / 16	4	***Bulky:*** −1 to Evasion; when you take Severe damage, you must mark a Stress.

TIER 2 (LEVELS 2–4)

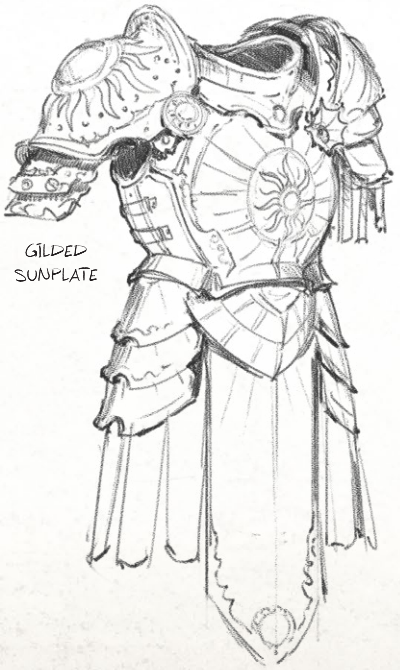
NAME	BASE THRESHOLDS	BASE SCORE	FEATURE
Improved Mage Robes	6 / 15	3	***Enchanted:*** Gain a bonus to your damage thresholds equal to your Spellcast trait.
Improved Brigandine Armor	9 / 19	4	***Lined:*** Mark a Stress to negate Minor damage.
Improved Scale Mail Armor	11 / 23	4	***Cumbersome:*** −1 to Finesse
Improved Banded Armor	13 / 27	5	***Bulky:*** −1 to Evasion; when you take Severe damage, you must mark a Stress.
Enchanter's Robes	9 / 20	4	***Mnemonic:*** Once per scene, you can recall a domain card from your vault without paying its Recall Cost.
Hawkguard's Mantle	9 / 20	4	***Gliding:*** You can glide up to Far range and are immune to damage from falling.
Spidersilk Tunic	9 / 20	4	***Wall-Crawling:*** +1 Evasion; you can walk on walls as easily as on the ground.
Stormthread Habit	9 / 20	4	***Absorbing:*** Once per scene when you take magic damage, you can clear an Armor Slot.
Wyrdwood Splint Armor	10 / 21	5	***Quick-Striding:*** You can't be *Restrained* and can move up to Far range as part of an action roll.
Trollhide Cuirass	11 / 23	5	***Self-Healing:*** When you take a rest, clear an Armor Slot.
Gilded Sunplate	12 / 26	5	***Resplendent:*** Once per scene when you spend Hope, you can clear an Armor Slot.



WYRDWOOD SPLINT ARMOR



ENCHANTER'S ROBES



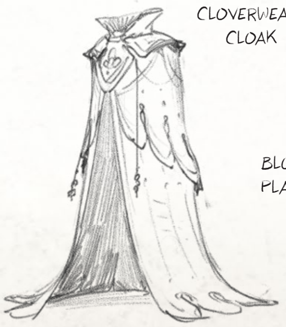
GILDED SUNPLATE

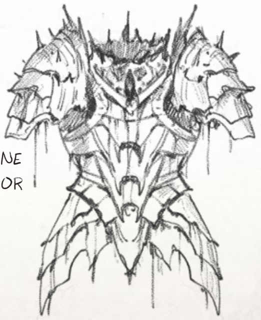
TIER 3 (LEVELS 5–7)

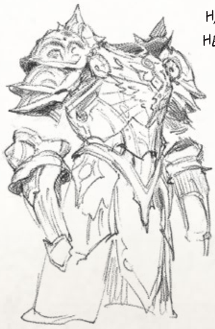
NAME	BASE THRESHOLDS	BASE SCORE	FEATURE
Advanced Mage Robes	8 / 22	4	***Enchanted:*** Gain a bonus to your damage thresholds equal to your Spellcast trait.
Advanced Brigandine Armor	11 / 26	5	***Lined:*** Mark a Stress to negate Minor damage.
Advanced Scale Mail Armor	13 / 30	5	***Cumbersome:*** −1 to Finesse
Advanced Banded Armor	15 / 34	6	***Bulky:*** −1 to Evasion; when you take Severe damage, you must mark a Stress.
Granminster's Finery	11 / 27	2	***Magnificent:*** Gain a bonus to your Armor Score equal to your Presence.
Astral Raiment	11 / 27	5	***Stellar:*** Mark a Stress to gain advantage on a Spellcast roll.
Cloverweave Cloak	11 / 27	5	***Fortune-Favored:*** Once per scene, you can change a failure with Hope into a success with Fear.
Skywarden's Lamellar	11 / 27	5	***Vigilant:*** +2 to Evasion
Bloodstone Plate Armor	13 / 35	6	***Bloodthirsty:*** When you critically succeed on a weapon attack within Melee range, clear a Hit Point.
Deep-Forged Coral Armor	13 / 35	6	***Aquatic:*** You can breathe underwater and gain advantage on Agility Rolls while submerged.

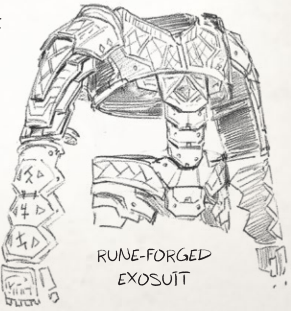
TIER 4 (LEVELS 8–10)

NAME	BASE THRESHOLDS	BASE SCORE	FEATURE
Legendary Mage Robes	10 / 31	5	***Enchanted:*** Gain a bonus to your damage thresholds equal to your Spellcast trait.
Legendary Brigandine Armor	13 / 35	6	***Lined:*** Mark a Stress to negate Minor damage.
Legendary Scale Mail Armor	15 / 39	6	***Cumbersome:*** −1 to Finesse
Legendary Banded Armor	17 / 43	7	***Bulky:*** −1 to Evasion; when you take Severe damage, you must mark a Stress.
Darkweave Shroud	13 / 36	5	***Ghostwalker:*** Once per rest, mark a Stress to move up to Close range through solid objects.
Godbound Laminar	13/ 36	6	***Divine:*** When you mark an Armor Slot, gain a Hope.
Circle-Forged Dreadplate	14 / 38	6	***Accursed:*** When you mark any number of Hit Points from an attack, roll a d4. On a result of 4, the attacker must mark an equal number of Stress.
Rune-Forged Exosuit	12 / 39	7	***Attuned:*** The maximum number of domain cards in your loadout is reduced by one, but you gain a bonus to your damage thresholds equal to your tier.
Hallowed Heroplate	13 / 35	7	***Blessed:*** Once per long rest, you can spend any number of Hope before you make the Risk It All death move. You gain a bonus to the result of your Hope Die equal to the number of Hope spent.
Resonant Harness	15 / 40	7	***Vitreous:*** When you would take Severe or greater damage, you can mark 2 Armor Slots to negate that damage. If you do, you gain a −5 penalty to your damage thresholds until you choose to repair your armor as a downtime move.







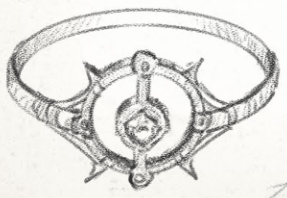


ITEMS

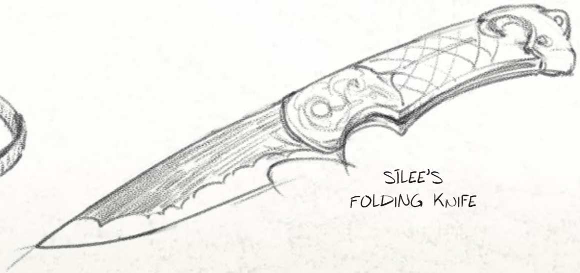
You can use the table below to generate items ahead of a game or during a session. Choose the desired rarity, roll the associated number of d12s, add their values together (if needed), and then reference the table for the item that matches that value.

- **Common (1d12 or 2d12):** Common items might be found at an abandoned camp or readily available at a local shop.
- **Uncommon (2d12 or 3d12):** Uncommon items might be found in limited supply in a shop, kept in a protected place in a camp, or offered as part of a reward for a job.
- **Rare (3d12 or 4d12):** Rare items might be kept under lock and key in a shop, offered as the sole reward for a job, or discovered among a powerful NPC's possessions.
- **Legendary (4d12 or 5d12):** Legendary items might be the only item of their kind, a reward for an incredibly difficult or dangerous job, or a powerful adversary's most precious and guarded treasure.

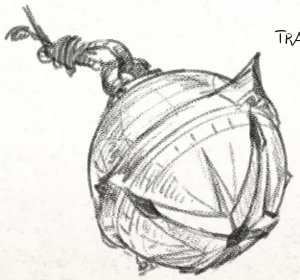
ROLL	LOOT	DESCRIPTION
1	**Caltrops**	You can spread these caltrops in a Very Close area around you. A creature hastening through that area must mark a Stress.
2	**Grapnel**	You gain advantage on action rolls to climb sheer surfaces.
3	**Ball Bearings**	This pouch contains perfectly smooth metal spheres.
4	**Box of Dragon Dust**	This snuffbox is filled with combustible powder.
5	**Nighthawker's Ring**	Spend a Hope to activate the gemstone in this ring until the end of the scene. While active, the gemstone changes color to indicate the wearer's proximity to hidden treasure: warm colors for near, cool colors for far.
6	**Elven Spyglass**	You can use this spyglass to magnify your vision a hundredfold.
7	**Gourmet Granules**	This savory powder makes any food it's sprinkled on delicious and healthy, no matter how bland or rotten it is.
8	**Collapsible Pole**	You can break down this 18-foot pole into six interlinked 3-foot segments.
9	**Blackwing Quill**	This writing quill never runs out of ink or needs to be sharpened.
10	**Silee's Folding Knife**	This 3-inch blade has an edge that easily cuts through anything except the handle it's stored in.
11	**Windup Toy**	This small mechanical device is shaped like a strixwolf pup and can be programmed to perform simple tricks.
12	**Loaded Dice**	You can choose what result this set of weighted dice rolls with a successful Finesse Roll (14). If you roll with Fear, anyone watching knows the dice are loaded.
13	**Hollowbark Horn**	You can blow this horn to summon a small woodland creature to perform a simple task.
14	**Self-Tying Rope**	You can command this rope to tie or untie itself.
15	**Thief's Compass**	This compass points the way toward the nearest exit while indoors and the closest entrance while outdoors.
16	**Traveler's Bell**	Once per long rest, you can ring this bell to magically open the shortest safe path through rough terrain for 1 hour.
17	**Mandragorian Torch**	This torch gives off light only the bearer can see.
18	**Boots of Supple Mystique**	While wearing these boots, you don't leave tracks or footprints.
19	**Zephyr's Jar**	You can open this empty jar during inclement weather to capture the storm and leave behind clear skies. The storm remains inside until unleashed by reopening the jar.
20	**Returning Ring**	When you throw your primary weapon while wearing this ring, the weapon appears in your hand immediately after the attack.



NIGHTHAWKER'S RING



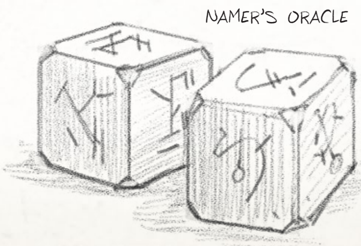
SILEE'S FOLDING KNIFE



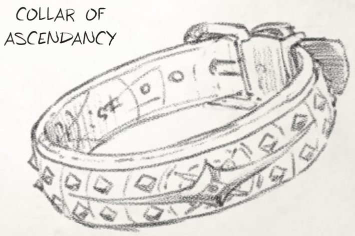
TRAVELER'S BELL

ROLL	LOOT	DESCRIPTION
21	**Kingfisher's Net**	Once per long rest, you can use this net to scoop one live fish out of any amount of water, no matter how unlikely it is for that water to have fish in it.
22	**Titan's Girdle**	Once per scene, you can activate this girdle to gain a +1 bonus to your Proficiency for your next attack.
23	**Iron Veil**	This chain-link head covering renders the wearer invisible to fey creatures.
24	**Furball Bag**	Once per rest, you can produce 2d20 harmless, cat-sized fur creatures of indeterminate origin and species from this bag.
25	**Whisperstep Anklet**	This anklet makes your steps silent as long as you don't move faster than walking speed.
26	**Enchanter's Loupe**	You can use this loupe to see through illusions and enchantments.
27	**Escher's Mirrorball**	Once per long rest, you can command this fist-sized silver orb to capture an omnidirectional image of its surroundings on its surface. This image lasts until your next long rest.
28	**Cheater's Coin**	When you flip this coin, you can spend a Hope to determine which side it lands on.
29	**Gravewarden's Bell**	This bell rings when a ghost or undead creature moves within Far range of it.
30	**Reliquary of the Sightless Saint**	You gain a +1 bonus to your Hope Die when you make the Risk It All death move.
31	**Map of Revelation**	You can attune this map to one creature at a time. The map always shows the attuned creature's location.
32	**Dagginae's Obsidian Slate**	This wafer-thin sheet of volcanic glass is used by archivists to keep notes. Any information etched onto its surface disappears but can be recalled via a command you set.
33	**Gadiman's Backpack**	Once per rest, you can spend a Hope to conjure a mundane item up to a cubic foot in size inside this satchel.
34	**Eclipse Coin**	Once per rest, flip a coin. On heads, you gain a +1 bonus to attack rolls until your next successful attack. On tails, you gain +1 to your Evasion until an attack fails against you.
35	**Sorcerer's Hat**	This conical blue hat is covered in silver stars. Once per rest, you can cast a spell from your vault with a Recall Cost equal to or less than your tier. This doesn't work for permanently vaulted cards.
36	**Ghoulskin Gloves**	When you attack with a physical weapon while wearing these gloves, the damage is considered both physical and magic.
37	**Gloves of Alacrity**	When you would mark a Stress to reload a weapon, you don't mark it.
38	**Insomniac's Periapt**	When you take a rest without clearing Hit Points or Stress, you gain a +2 bonus to attack and damage rolls until your next rest.
39	**Wildrider's Saddle**	This saddle grants any animal it's strapped onto the ability to understand their rider's commands.
40	**Soul-Twin Circlets**	Two creatures can wear this pair of circlets. You can spend a Hope to switch places with whoever is wearing the other circlet.
41	**Namer's Oracle**	Once per session, you can roll this set of runic dice to reveal the full name of the last person you touched.
42	**Crucible Frames**	These eyeglasses reveal weak points in objects and creatures. Three times per rest, you can spend a Hope to gain advantage on an attack roll.
43	**Two-Faced Aegis Brooch**	Once per rest, flip a coin. On heads, you become immune to the next physical damage you take. On tails, you become immune to the next magic damage you take.
44	**Knockback Bracelets**	On a successful weapon attack, you can knock your target back up to Close range from their location.
45	**Force Disc**	This shimmering two-dimensional disc of magical force has a 4-foot diameter and is magically tethered to a pebble. The disc always floats 3 feet north of, and at the same elevation as, the pebble. The pebble has a mass equal to one-hundredth of the total mass carried by the disc.
46	**Molepaw Mittens**	Spend a Hope to swim through earth as if it were water for the next 10 minutes.
47	**Timekeeper's Pendant**	You can choose an additional downtime move each rest.
48	**Iron Dagger Pendant**	Once per long rest, you can spend a Hope to tell the pendant a creature's name. The pendant gently pulls you toward that creature's current location until your next long rest.
49	**Collar of Ascendancy**	An animal who wears this collar gains the ability to speak and understand common speech.
50	**Temporal Sanctuary**	A PC who takes a rest in the temporal sanctuary can choose an additional downtime move.

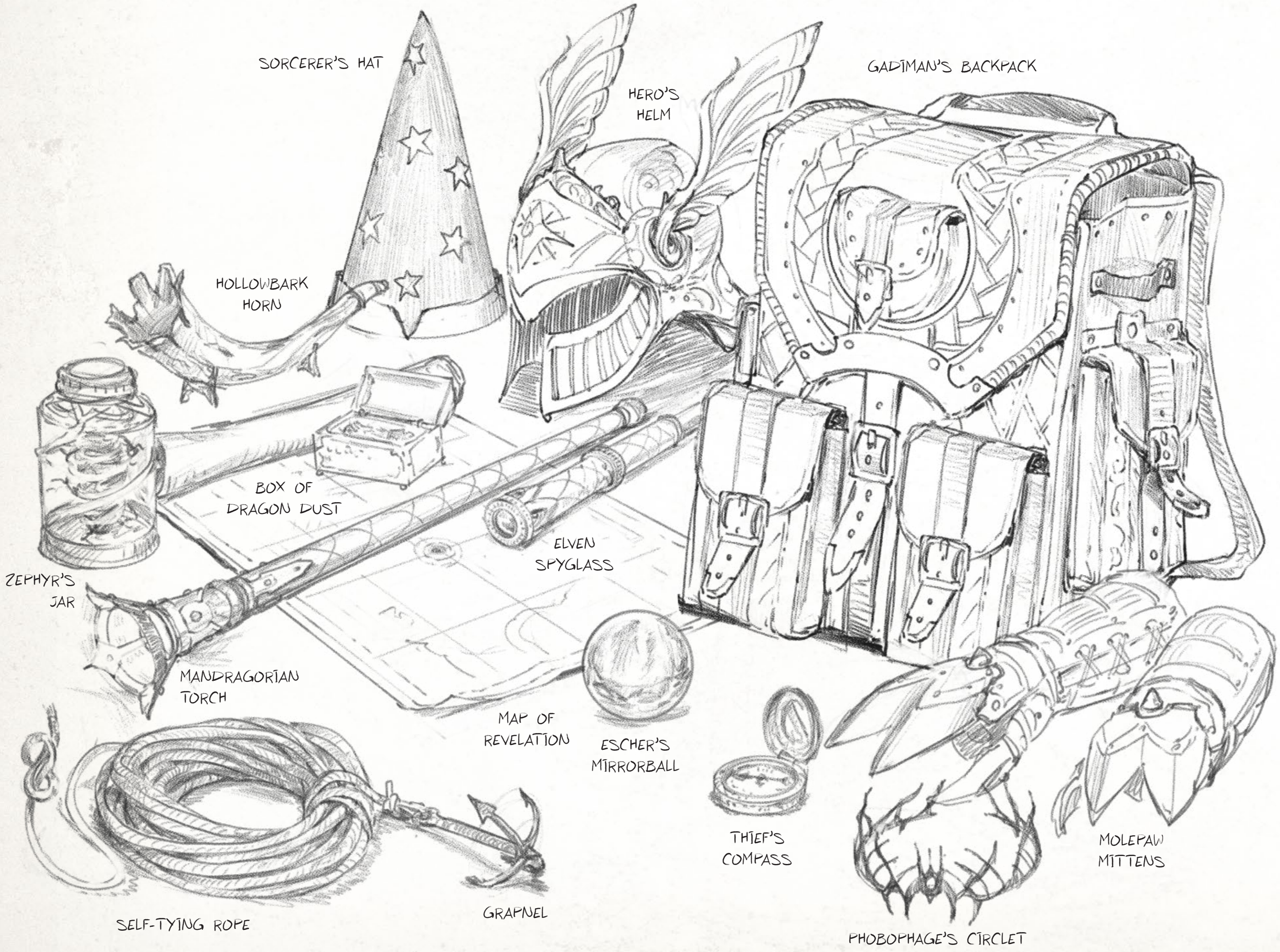
ECLIPSE
COIN



TIMEKEEPER'S
PENDANT



ROLL	LOOT	DESCRIPTION
51	**Hero's Helm**	When you critically succeed on an attack, all allies within Close range gain a Hope.
52	**Rings of Friendship**	Two creatures can wear this pair of rings shaped like coiled snakes. You can spend the Hope of whoever is wearing the other ring (with their permission) as if it were your own.
53	**Rings of Camaraderie**	Two creatures can wear this pair of wooden rings. You can mark the Stress of whoever is wearing the other ring (with their permission) as if it were your own.
54	**Rings of Alliance**	Two creatures can wear this pair of rose gold rings. Once per session, you can initiate a Tag Team Roll with whoever is wearing the other ring without spending Hope or counting against your session limit for Tag Team Rolls.
55	**Phobophage's Circlet**	When the GM spends a Fear, roll a d4. Once per scene on a result of 4, you clear a Stress.
56	**Quillshawl**	If an adversary attacks you within Melee range, they must succeed on a Reaction Roll (12) or mark a Hit Point.
57	**Warp Pendant**	Once per rest, mark a Stress to teleport to a location you can clearly see.
58	**Portal Frames**	This pair of small ornate frames, one red and one blue, are connected. Anything that passes into one exits from the other.
59	**Communion Relic**	Once per rest, you can spend a Hope to use an ally's Experience as if it were your own. You can carry only one relic.
60	**Augur's Relic**	Once per long rest, you can activate your Hope feature without spending Hope. You can carry only one relic.


SORCERER'S HAT
HERO'S HELM
GADIMAN'S BACKPACK
HOLLOWBARK HORN
BOX OF DRAGON DUST
ELVEN SPYGLASS
ZEPHYR'S JAR
MANDRAGORIAN TORCH
MAP OF REVELATION
ESCHER'S MIRRORBALL
THIEF'S COMPASS
MOLEPAW MITTENS
SELF-TYING ROPE
GRAPNEL
PHOBOPHAGE'S CIRCLET

CONSUMABLES

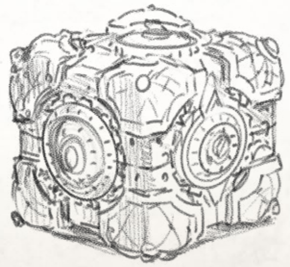
Consumables are loot that can be used only once. You can hold up to five of each consumable at a time. You can use the table below to generate items ahead of a game or during a session. Choose the desired rarity, roll the associated number of d12s, add their values together (if needed), and then reference the table for the item that matches that value.

- **Common (1d12 or 2d12):** Common consumables might be found at an abandoned camp or readily available at a local store.
- **Uncommon (2d12 or 3d12):** Uncommon consumables might be found in limited supply in a shop, kept in a protected place in a camp, or offered as part of a reward for a job.
- **Rare (3d12 or 4d12):** Rare consumables might be kept under lock and key in a shop, offered as the sole reward for a job, or discovered in a powerful NPC's possessions.
- **Legendary (4d12 or 5d12):** Legendary consumables might be the only item of their kind, a reward for an incredibly difficult or dangerous job, or a powerful adversary's most precious and guarded treasure.

ROLL	LOOT	DESCRIPTION
1	**Warding Candle**	You can light this candle to fill an area within Close range with a halo of light. A creature outside the halo can't enter it if they have ill intent toward a creature within it. The candle burns for an hour.
2	**Iridian Dust**	This multicolored powder sticks to everything and prevents creatures covered in it from becoming *Hidden*.
3	**Verglasian Seed**	You can use this ice shard to instantly freeze an area of water up to Close range.
4	**Cupbearer's Bezoar**	You can swallow this bezoar to become immune to poisons until your next long rest.
5	**Mossmantle Potion**	You can drink this tea to perfectly blend into natural environments until your next rest.
6	**Lyrebird Lozenge**	You can dissolve this lozenge in your mouth to perfectly mimic any voice you've heard until the end of the scene.
7	**Vial of Featherfall**	You can drink this potion to ignore damage from falling for the next 10 minutes.
8	**Chimeric Saliva**	You can apply this saliva to a weapon that deals physical damage to change its damage type to magic until your next rest.
9	**Packet of Space Dust**	This dust causes anything it covers to become lighter than air. One packet contains enough dust to cover the contents of a picnic basket, and the effects last for an hour.
10	**Pipeweed**	When you choose the Clear Stress downtime move during a short rest, you can smoke this non-intoxicating leaf to clear an additional Stress. Any other PCs who chose the Clear Stress downtime move also gain this benefit.
11	**Deathseer's Powder**	You can sprinkle this powder over a recently deceased corpse to conjure a spectral reprise of their final minute of life.
12	**Slayer's Salt**	You can spread this salt in a line along windowsills or thresholds to create a magical barrier that undead creatures can't cross until the line is broken.
13	**Yakamel Milk**	After consuming this milk, the next time you clear 1 or more Hit Points, you clear an additional Hit Point.
14	**Glowmoss Mushroom**	You can break this mushroom into pieces, causing it to glow bright blue until your next long rest.
15	**Red Ooze Oil**	You can coat your weapon in this oil. The next successful attack you make with this weapon deals an extra 1d8 magic damage and temporarily *Ignites* the target. While *Ignited*, the target takes 1d4 magic damage when they take the spotlight.
16	**Instant Camp**	You can unfold this small mechanical box into a camping tent large enough to safely house six people. The tent collapses at the end of your next long rest.
17	**Bundle of Spiderlegs**	You can eat these spiderlegs to walk on walls until your next rest.
18	**Ciscan Fog Bottle**	You can break this jar to fill the area within Close range with magical mist. A creature who enters the mist clears a Stress and becomes *Hidden*.
19	**Snapthorn Seed**	You can throw this seed at a point you can see. It explodes into a tangle of binding vines that temporarily *Restrains* all creatures within Close range of that point.

CUPBEARER'S
BEZOAR

INSTANT CAMP

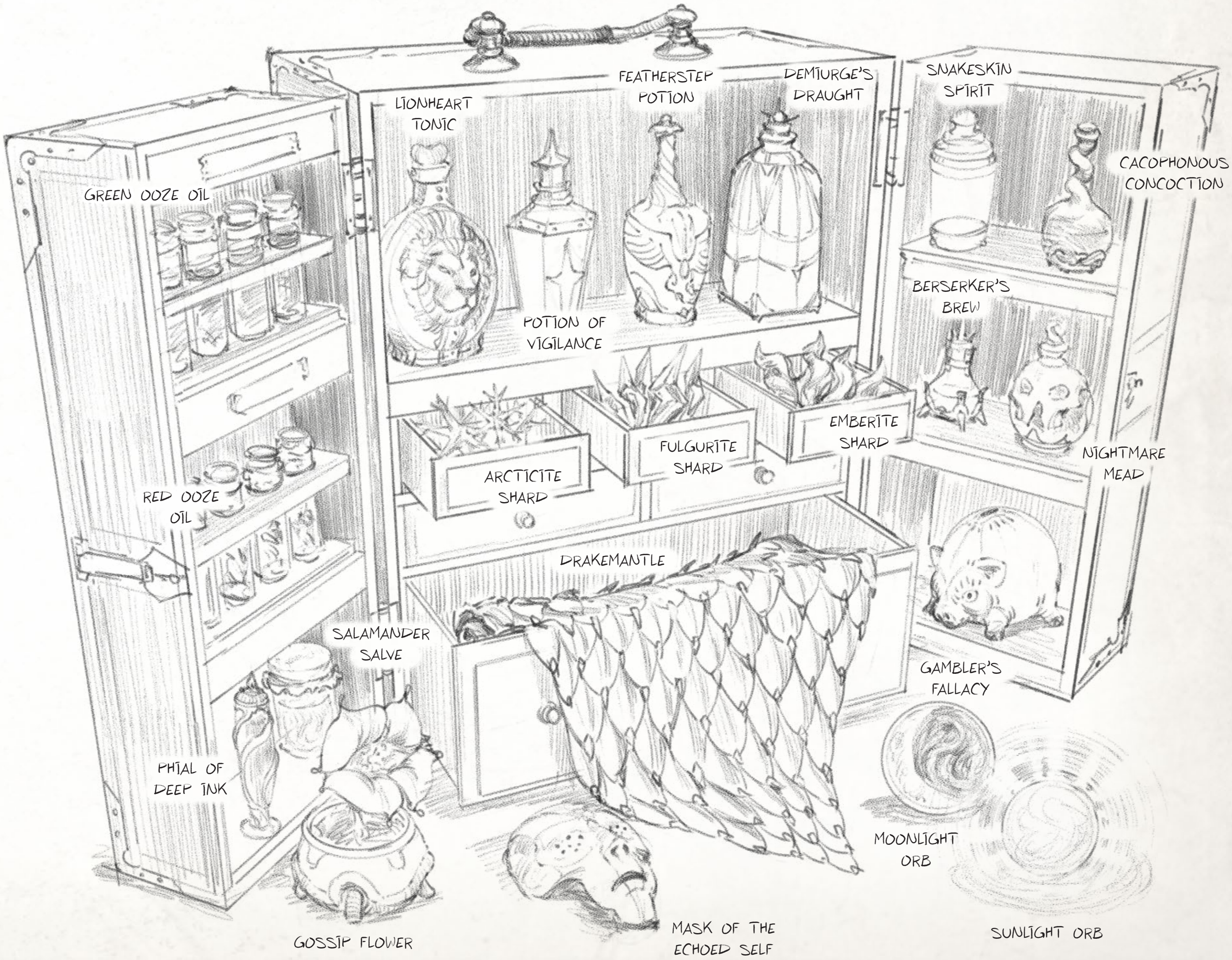


PIPEWEED

SNAPTHORN
SEED

ROLL	LOOT	DESCRIPTION
20	**Sprite Bottle**	When you mark your last Hit Point, this bottle shatters to release the Sprite inside. The Sprite clears all your Hit Points before fading from the Mortal Realm.
21	**Gravity Bomb**	You can throw this peach-sized mechanical orb at a point within Far range. It implodes and pulls all creatures and objects within Close range of that point into Melee range with it.
22	**Gossip Flower**	You can plant this seed in soil. It instantly grows into a small flower that records everything it hears for up to one week. When plucked, the flower recites what it recorded in real time, then withers.
23	**Displacement Token**	You can swallow this token to conjure two illusions of yourself that you can control. Each illusion lasts until it takes damage or until your next rest.
24	**Night Hag's Dust**	You can blow this dust in an adversary's face to prevent them from clearing Stress until your next long rest.
25	**Self-Sewing Thread**	You can use this thread to clear either a Hit Point or 2 Armor Slots.
26	**Stonemason's Fortune**	When you throw this gray brick on the ground, it immediately grows into a 6-foot-tall, 10-foot-wide, and 2-foot-deep wall of solid stone.
27	**Mnemonic Potion**	You can drink this potion to Utilize an Experience without spending a Hope.
28	**Salamander Salve**	You can apply this salve to your skin to make yourself immune to heat until your next rest.
29	**Green Ooze Oil**	You can coat your weapon in this oil. The next successful attack you make with this weapon deals an extra 1d8 magic damage and temporarily *Corrodes* the target. While *Corroded,* the target gains a −2 penalty to their damage thresholds.
30	**Sunlight Orb**	You can shatter this orb to make the area within Very Far range appear as though it's sunlit daytime for the next 24 hours.
31	**Moonlight Orb**	You can shatter this orb to make the area within Very Far range appear as though it's moonlit nighttime for the next 24 hours.
32	**Midas Flask**	You can pour this small flask of alchemical liquid over a mundane item to instantly transmute it into a handful of gold.
33	**Staff of Reversal**	You can break this staff against the ground to reverse one magical transformation or effect within Far range.
34	**Berserker's Brew**	When you drink this dram of liquid, you gain a bonus to your Strength and a penalty to your Finesse and Knowledge equal to your Instinct (minimum 1). This effect lasts until you make a death move or until your next rest.
35	**Emberite Shard**	Choose a point within Far range. All targets within Close range of that point must succeed on a Reaction Roll (16) or take 3d6 magic damage and become temporarily *Ablaze*. While *Ablaze*, a creature must roll a d4 whenever they make an action roll. On a result of 1, they mark a Hit Point. On a result of 4, they clear the *Ablaze* condition.
36	**Arcticite Shard**	Choose a point within Far range. All targets within Close range of that point must succeed on a Reaction Roll (16) or take 3d6 magic damage and become temporarily *Restrained* by ice.
37	**Fulgurite Shard**	Choose a point within Far range. All targets within Close range of that point must succeed on a Reaction Roll (16) or take 3d6 magic damage and mark 1d4 Stress as lightning crackles through the area.
38	**Demiurge's Draught**	You can drink this draught to gain a +1 bonus to your Proficiency for your next successful attack roll.
39	**Cockerel Claw Tea**	You can drink this tea to refresh your features as if you had taken a long rest.
40	**Potion of Vigilance**	You can drink this potion to gain a +1 bonus to your Evasion until you mark a Hit Point.
41	**Cacophonous Concoction**	When you drink this potion, anything you say or do in the next hour becomes impossible for a witness to recount. Any attempts they make to communicate what they saw, heard, or otherwise sensed comes out garbled or nonsensical.
42	**Nightmare Mead**	You can drink this potion to discover the deepest fear of the next person you make eye contact with. When you do, the GM gains a Fear.
43	**Stake of Abjuration**	You can hammer this stake into the ground and make a proclamation. Until your next rest, a creature within Far range of the stake who transgresses that proclamation must mark a Stress. The stake lasts until your next rest, then it shatters.
44	**Psychopomp's Shroud**	You can place this shroud over the corpse of a recently deceased creature. The creature's spirit enters the shroud and becomes your spectral assistant until the next sunrise, when they pass through the veil of death and take the shroud with them.
45	**Phial of Deep Ink**	You can drink this bottle of ink to transform into a cephalopod of roughly your size for the next hour. You gain rubbery skin, soft bones, the ability to breathe underwater, and new limbs until you have eight total.
46	**Mesmer's Tonic**	When you drink this tonic, the only thing you can hear until your next rest are the surface thoughts of creatures within Very Close range.
47	**Invisibility Potion**	You are *Hidden* until you deal damage to another creature or until your next rest.
48	**Formoid Serum**	You can drink this potion to become a swarm of 16 million ants until the end of the scene. You keep and have access to all equipment, loot, and features.
49	**Steelskin Salve**	You can apply this salve to your skin to gain a bonus to your damage thresholds equal to your tier until the end of the scene.

ROLL	LOOT	DESCRIPTION
50	**Godling's Pomelo**	You can eat this citrus fruit to clear all Hit Points and Stress.
51	**Snakeskin Spirit**	You can drink this potion to slough off your outer layer of skin and heal a scar.
52	**Magic-User's Malison**	When you release this spellcaster's trapped soul, you can cast one spell from a card in your vault as if it were in your loadout. This doesn't work for permanently vaulted cards.
53	**Quintessential Severant**	You can use this magic blade to cut one magical or metaphysical bond, such as an enchantment, contract, magical tether, or divine oath. When you do, the blade shatters.
54	**Mask of the Echoed Self**	You can wear this mask during your next level up to swap the values of any of your traits. When you do, the mask becomes your permanent face.
55	**Necroprancer's Bell**	You can break this rusted, clapperless bell against the ground to summon a skeletal steed that climbs out of the earth and serves you until the next sunrise.
56	**Drakemantle**	You can use this enchanted ancient dragon hide to gain draconic characteristics until the end of the scene, when the hide falls aways in tatters. Until then, you can fly and gain a +5 bonus to your damage thresholds and a +1 bonus to your Proficiency.
57	**Gambler's Fallacy**	You can spend any number of handfuls of gold by placing them into this slotted ceramic jar shaped like a pig. When you throw the jar at a point within Far range, it explodes and deals 1d20 magic damage for each handful of gold spent to all creatures within Close range of that point. All gold within the jar is destroyed.
58	**Lionheart Tonic**	You can drink this tonic to gain a +1 bonus to your Proficiency until you roll with Fear.
59	**Tears of the Undying Hero**	When you drink this potion, death can't touch you until your next long rest. When you would mark your last Hit Point, instead of making a death move, you make one final action roll before falling into a dreamless slumber until an ally chooses the Tend to Wounds downtime move to clear your Hit Points.
60	**Featherstep Potion**	You can drink this potion to sprout small wings from your ankles that give you a bonus to your Evasion equal to your tier until your next rest.


FEATHERSTEP POTION
DEMIURGE'S DRAUGHT
SNAKESKIN SPIRIT
LIONHEART TONIC
CACOPHONOUS CONCOCTION
GREEN OOZE OIL
BERSERKER'S BREW
POTION OF VIGILANCE
EMBERITE SHARD
FULGURITE SHARD
NIGHTMARE MEAD
ARCTICITE SHARD
RED OOZE OIL
DRAKEMANTLE
SALAMANDER SALVE
GAMBLER'S FALLACY
PHIAL OF DEEP INK
MOONLIGHT ORB
MASK OF THE ECHOED SELF
SUNLIGHT ORB
GOSSIP FLOWER

CHAPTER THREE:
ADVERSARIES & ENVIRONMENTS

This chapter presents the stat blocks for new adversaries and environments.

NEW ADVERSARY FEATURES

The following section details the new adversary features used in this expansion.

POOL

A pool is a collection of tokens shared by multiple adversaries. Each pool has a unique name, which is typically the name shared by the adversaries it affects. Unlike standard adversary tokens, pool tokens are not placed on a stat block; instead, the GM collects them in a separate location. Pools are empty when the scene begins and cleared when the scene ends.

EVOLUTION

Evolutions are features that alter an adversary when certain trigger conditions are met. When triggered, an evolution feature usually clears HP or Stress, alters the stats of the adversary's standard attack, and gives the adversary access to new features. An adversary's evolution can't be triggered more than once in a scene.

ADVERSARY STAT BLOCKS

This section contains a list of adversaries by tier, followed by the adversary stat blocks. Any adversary referenced that isn't in this list can be found in the core rulebook.

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TIER 1 ADVERSARIES (LEVEL 1)

AHUIZOTL

Tier 1 Skulk

A doglike ambush predator that has a clawed hand on the end of a long prehensile tail and drags victims into rivers to drown them.

Motives & Tactics: Ambush, drown, restrain

Difficulty: 12 | **Thresholds:** 5/9 | **HP:** 4 | **Stress:** 3
ATK: +2 | **Bite:** Melee | 1d6+2 phy

Experience: Stealth +2, Swimming +2

FEATURES

Aquatic Attacker - Passive: When the Ahuizotl attacks from the water, it has advantage on the attack and deals an extra **1d6** damage.

Tail Swat - Action: **Mark a Stress** to make an attack against a target within Very Close range. On a success, deal **1d8+2** physical damage.

Drag and Bag - Action: **Spend a Fear** to have the Ahuizotl grab a target within Close range with its tail, pull the target into Melee range, and temporarily *Restrain* them. The Ahuizotl has advantage on attacks against targets *Restrained* in this way.

ATOTOTL

Tier 1 Standard

A majestic green water bird that has a ten-foot wingspan and is hunted for the fortune-telling stone inside their stomach.

Motives & Tactics: Avoid, escape, misdirect

Difficulty: 12 | **Thresholds:** 8/12 | **HP:** 5 | **Stress:** 3
ATK: +1 | **Talons:** Melee | 1d8+1 phy

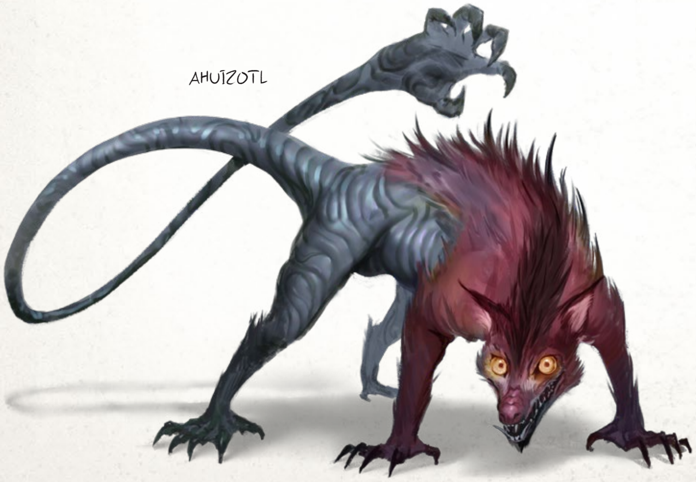
Experience: Flight +3, Jungles +3

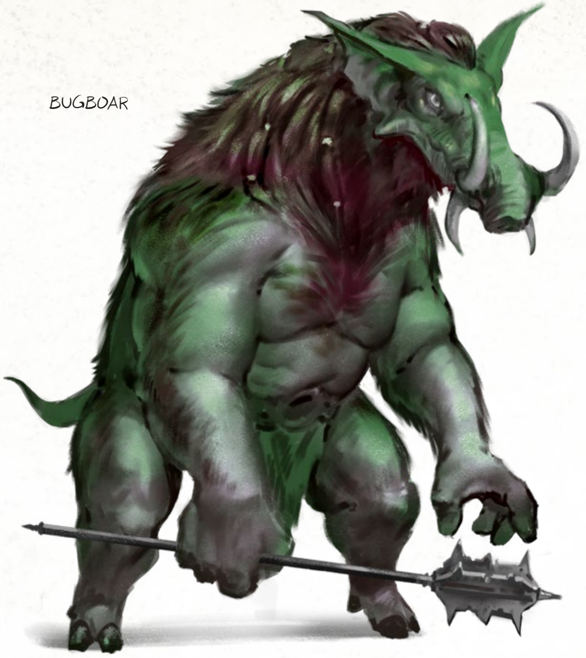
FEATURES

Wind Lord - Passive: While the Atototl is flying, attacks against it is made with disadvantage.

Stone of Omens - Passive: Inside the Atototl is a stone that foretells good or ill fortune, depending on its color. A PC who searches the Atototl's remains finds the stone and makes a fate roll. On an even result, the PC gains Hope equal to half the result, which they can distribute among the PCs however they wish. On an odd result, you gain Fear equal to half the result.

Archer's Bane - Reaction: When a creature beyond Very Close range would deal damage to the Atototl with a weapon attack, you can **spend a Fear** to make an attack roll against them. On a success, whirling winds reflect the attack and deal the attacker's damage back to them.





BUGBOAR

Tier 1 Bruiser

A large bipedal creature that has a tusked snout and coarse fur.

Motives & Tactics: Ambush, bully, seek carnage and shiny things

Difficulty: 13 | **Thresholds:** 8/15 | **HP:** 5 | **Stress:** 3
ATK: +1 | **Spiked Mace:** Very Close | 1d8+6 phy

Experience: Traps +3

FEATURES

Surprise! - Passive: If the Bugboar makes its first attack in a scene before it's marked HP or Stress, it has advantage on the attack and deals an extra **1d8** damage.

Brutal - Reaction: When the Bugboar makes a successful standard attack, you can **mark a Stress** to deal an extra **1d6** damage.

Warheart - Reaction: When a condition would be imposed on the Bugboar, you can **spend a Fear** to negate it.

COMMON RUFFIAN

Tier 1 Standard

A local laborer or artisan pushed by circumstances to assail others.

Motives & Tactics: Do violence, seek security and survival

Difficulty: 12 | **Thresholds:** 6/10 | **HP:** 4 | **Stress:** 4
ATK: +0 | **Improvised Weapon:** Melee | 1d8 phy

Experience: Desperate +3

FEATURES

Group Attack - Action: **Spend a Fear** to choose a target and spotlight all Ruffians within Close range of them. The Ruffians move into Melee range of the target and make one shared attack roll. On a success, they deal **1d8** physical damage each. Combine this damage.

Survival Instinct - Reaction: When the Ruffian marks half their HP, roll a **d6**. On a result of 4 or higher, the Ruffian flees the scene. Otherwise, you gain a Fear.

DARKWEAVE CRAWLER

Tier 1 Minion

A spider the size of a human head, woven out of shadow-silk.

Motives & Tactics: Hide in shadow, strike the unwary, wait for an opening

Difficulty: 10 | **Thresholds:** None | **HP:** 1 | **Stress:** 1
ATK: –2 | **Bite:** Melee | 2 phy

Experience: Darkness +3

FEATURES

Minion (3) - Passive: The Crawler is defeated when it takes any damage. For every 3 damage a PC deals to the Crawler, the PC defeats an additional Minion within range the attack would succeed against.

Skin-Crawling - Action: **Spend a Fear** to force all PCs within Melee range of the Crawler to mark a Stress.

Group Attack - Action: **Spend a Fear** to choose a target and spotlight all Darkweave Crawlers within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 2 physical damage each. Combine this damage.

Darkweave Venom - Reaction: When the Crawler makes a successful attack, you can **mark a Stress** to *Exhaust* the target until they succeed on a Strength Roll (9). While *Exhausted*, the target must mark a Stress each time they make an action roll.

DARKWEAVE QUEEN

Tier 1 Solo

A wagon-sized spider woven from shadow-silk by a long-forgotten god. Each of her many eyes bears the face of a different victim.

Motives & Tactics: Ambush prey, climb the walls and ceiling, misdirect, paralyze, stash bodies away for later, steal faces

Difficulty: 14 | **Thresholds:** 8/15 | **HP:** 9 | **Stress:** 4
ATK: +3 | **Spider Bite:** Very Close | 1d12+4 phy

Experience: Giant-Sized +3, Hunter +3

FEATURES

Relentless (3) - Passive: The Queen can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight her.

Terrifying - Passive: When a PC fails an attack roll against the Queen, you gain a Fear.

Den Mother - Action: Once per scene, **spend 2 Fear** to summon up to two Darkweave adversaries (other than Darkweave Queens), who appear within Close range and immediately take the spotlight.

Quicker Than She Looks - Action: **Spend a Fear** to move up to Far range and make a standard attack with advantage.

Darkfang Envenomation - Reaction: When the Queen succeeds on a standard attack, you can **spend a Fear** to make the target *Vulnerable* and *Restrained* until they succeed on a Strength Roll (12) or take a rest.

DARKWEAVE SPINNER

Tier 1 Standard

A boar-sized arachnid woven from primordial shadow-silk.

Motives & Tactics: Bite, stick to the darkness

Difficulty: 12 | **Thresholds:** 6/9 | **HP:** 4 | **Stress:** 3
ATK: +1 | **Fangs:** Melee | 1d8+1 phy

Experience: Holes +2, Webs +2

FEATURES

Wrap in Shadow-Silk - Action: **Mark a Stress** to make an attack against a target within Melee range. On a success, the target is *Vulnerable* and *Restrained* until they succeed on a Strength Roll (10).

Shadow Fang - Reaction: When the Spinner makes a successful attack against a target within Melee range, you can **spend a Fear** to make the target *Shaky* until they succeed on an Instinct Roll (10). While *Shaky*, the target has disadvantage on attack rolls.

DARKWEAVE SWARMLINGS

Tier 1 Horde (8/HP)

A teeming swarm of tiny spiders woven out of shadow-silk.

Motives & Tactics: Burst out of holes, climb up legs, crawl into ears, scuttle under clothes

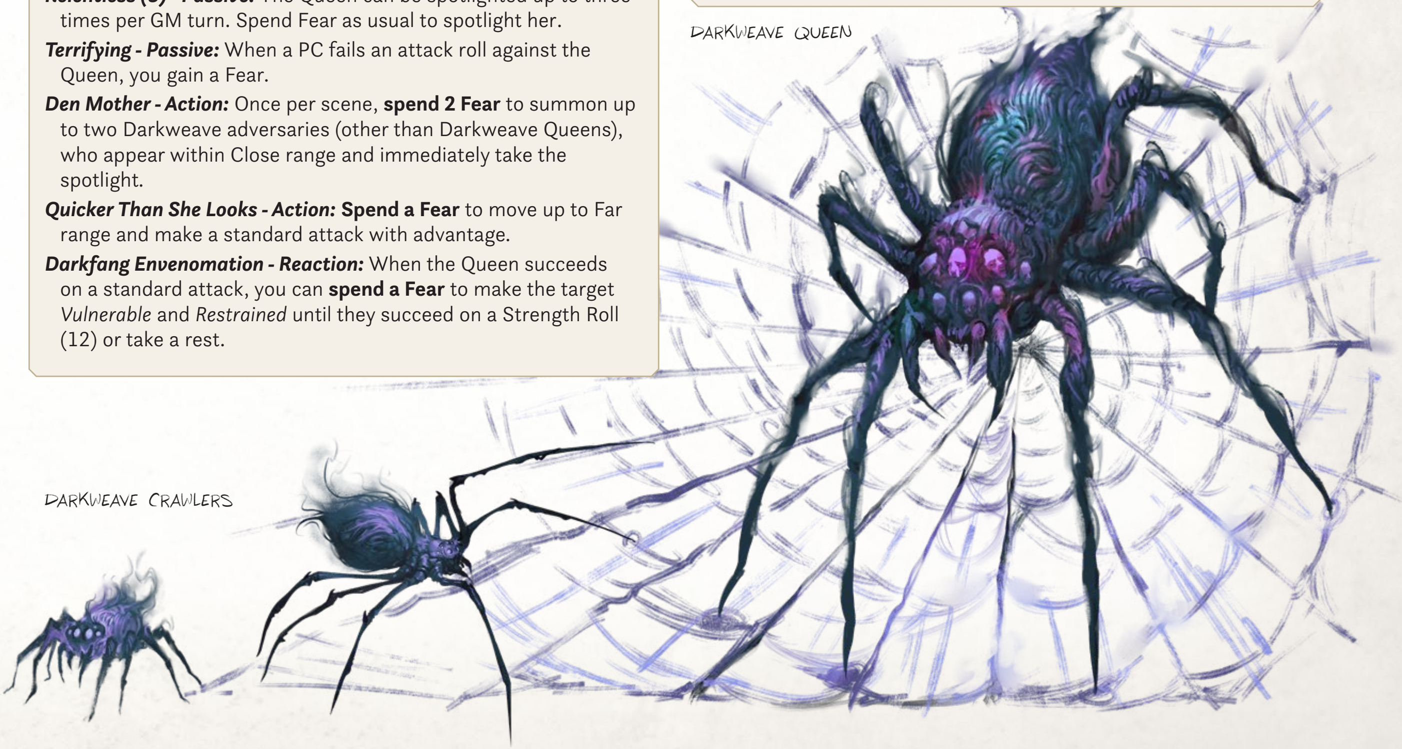
Difficulty: 9 | **Thresholds:** 4/8 | **HP:** 8 | **Stress:** 4
ATK: +0 | **Nibble:** Melee | 1d8 phy

Experience: Climb +2

FEATURES

Horde (1d4) - Passive: When the Swarmlings have marked half or more of their HP, their standard attack deals **1d4** physical damage instead.

"Get 'em Off, Get 'em Off!" - Reaction: When an attack from the Swarmlings causes a target to mark HP, you can **mark a Stress** to make the target temporarily *Covered in Spiders*. While *Covered in Spiders*, the target must roll a **d6** when they make an action roll. On a result of 4 or higher, they must mark a Stress or you gain a Fear.



ELK

Tier 1 Skulk

A large deer.

Motives & Tactics: Bound away, graze, rut, sense danger

Difficulty: 13 | **Thresholds:** 4/8 | **HP:** 3 | **Stress:** 2
ATK: +0 | **Antlers:** Melee | 1d8+1 phy

Experience: Keen Senses +3, Run +3

FEATURES

Headbutt - Passive: When the Elk moves from Close range or farther before making a standard attack, it deals **1d12+2** physical damage instead of its standard damage.

Bolt - Reaction: When the Elk marks a HP or Stress, it must succeed on a Reaction Roll (10) or flee the scene.

FALCON

Tier 1 Skulk

A bird of prey that has long, pointed wings and a notched beak.

Motives & Tactics: Circle, clutch, dive, spy

Difficulty: 12 | **Thresholds:** 5/8 | **HP:** 3 | **Stress:** 3
ATK: +2 | **Talons:** Melee | 1d6+1 phy

Experience: Keen Senses +4, Fly +3

FEATURES

Nimble Flyer - Passive: While flying, the Falcon gains a +3 bonus to its Difficulty.

Dive Bomb - Action: **Mark a Stress** to make a standard attack against a target from above. The Falcon gains a +2 bonus to the attack and damage rolls.

GRIMMLING WARBAND

Tier 1 Horde (4/HP)

A cluster of small, strange creatures wearing armor fashioned from trash and stolen housewares.

Motives & Tactics: Ambush, celebrate a little too early, hit and run, infight, sabotage, sow chaos

Difficulty: 12 | **Thresholds:** 5/11 | **HP:** 3 | **Stress:** 2
ATK: +1 | **Tailor's Shears:** Melee | 1d8+2 phy

Experience: Traps +3

FEATURES

Horde (1d4+1) - Passive: When the Warband has marked half or more of its HP, its standard attack deals **1d4+1** physical damage instead.

Cowardly - Reaction: When the Warband marks its last Stress or an allied Leader is defeated, roll a **d6**. On a result of 2 or lower, the Warband flees the scene.

HARPY

Tier 1 Skulk

A fierce and foul-smelling bird with an eight-foot wingspan and the upper body and face of a human.

Motives & Tactics: Defend nest, drop enemies from a great height, maraud from the air, screech incessantly

Difficulty: 12 | **Thresholds:** 3/7 | **HP:** 3 | **Stress:** 3
ATK: +0 | **Talons:** Melee | 1d8+1 phy

Experience: Islands +3

FEATURES

Toxic Aura - Passive: The Harpy emits a foul stench that renders all non-Harpies *Vulnerable* while within Very Close range.

Swooping Attack - Action: **Mark a Stress** to have the Harpy move in a straight line to a point within Far range and make an attack against a target in the Harpy's path. On a success, the Harpy deals **3d6** physical damage.

KELPIE

Tier 1 Skulk

A river-dwelling shapeshifter who prefers an enchanting equine form in and out of the water.

Motives & Tactics: Adopt an attractive or useful shape, drown and devour, entice unwary travelers

Difficulty: 12 | **Thresholds:** 4/8 | **HP:** 3 | **Stress:** 5
ATK: –2 | **Hooves:** Very Close | 1d8+2 phy

Experience: Entanglement +3, Mind Reader +3

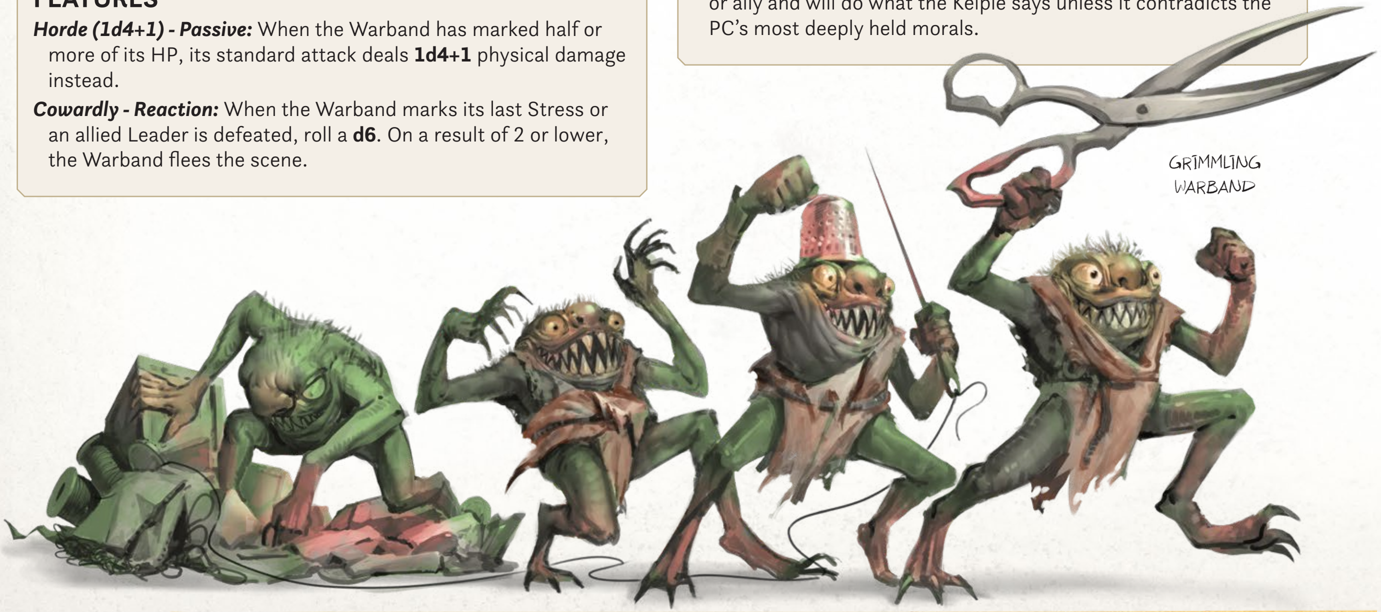
FEATURES

Captivating - Passive: A PC must mark a Stress to move out of the Kelpie's Melee range.

Heart's Desire - Passive: After the Kelpie interacts with or watches a creature for at least a hundred heartbeats, the Kelpie knows the physical form that creature would find most pleasing or alluring.

Shapeshifter - Action: **Mark a Stress** to change the Kelpie's physical form into any creature or object smaller than a wagon. A creature has disadvantage on rolls against the Kelpie while the Kelpie is in a form the creature finds pleasing or alluring.

Enchant - Action: **Spend a Fear** to have the Kelpie beguile a PC within Close range. The PC must succeed on an Instinct Reaction Roll or become *Enchanted* until they take damage. While *Enchanted*, the PC perceives the Kelpie as a trusted friend or ally and will do what the Kelpie says unless it contradicts the PC's most deeply held morals.



MASQUE MUERTE

Tier 1 Solo

The raging soul of a villainous masked wrestler.

Motives & Tactics: Call out, embarrass, energize the audience, pin opponents to the ground

Difficulty: 13 | **Thresholds:** 7/14 | **HP:** 8 | **Stress:** 4
ATK: +4 | **Open-Handed Strike:** Melee | 1d12+2 mag

Experience: Grappler +3, Showboat +3

FEATURES

Libre - Passive: The Masque Muerte can't be *Restrained*.

Heel Turn - Action: **Mark a Stress** to make an attack against a PC within Close range. On a success, the target must mark a Stress and is temporarily *Vulnerable* as the Masque Muerte assaults them with a string of insulting taunts.

Spectral Suplex - Action: **Spend a Fear** to have the Masque Muerte suplex a *Restrained* PC, dealing **1d10+6** magic damage to them.

Unmasking Death - Action: **Spend a Fear** to have the Masque Muerte momentarily remove their mask, revealing their horrifying face underneath. Each PC within Close range must succeed on a Presence Reaction Roll or mark a Stress.

Tag Team - Reaction: When the Masque Muerte deals damage to a PC, you can **spend a Fear** to have a spectral wrestler appear and *Pin* the target until they escape with a successful Strength Roll. While *Pinned*, the target is *Restrained* and takes an extra **1d12** magic damage from the Masque Muerte's attacks.

MECHANORB

Tier 1 Standard

A floating clockwork sphere that has telescoping limbs and comes from a realm of machines and metal.

Motives & Tactics: Coordinate, (dis)assemble, move orthogonally, speak in binary

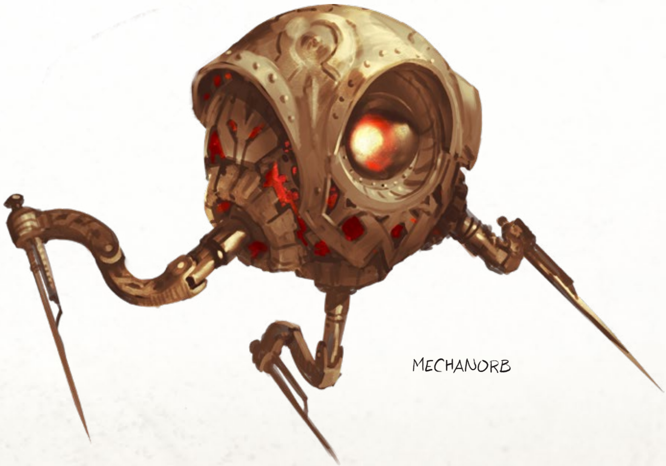
Difficulty: 12 | **Thresholds:** 5/10 | **HP:** 4 | **Stress:** 3
ATK: +1 | **Needle:** Melee | 1d10+1 phy

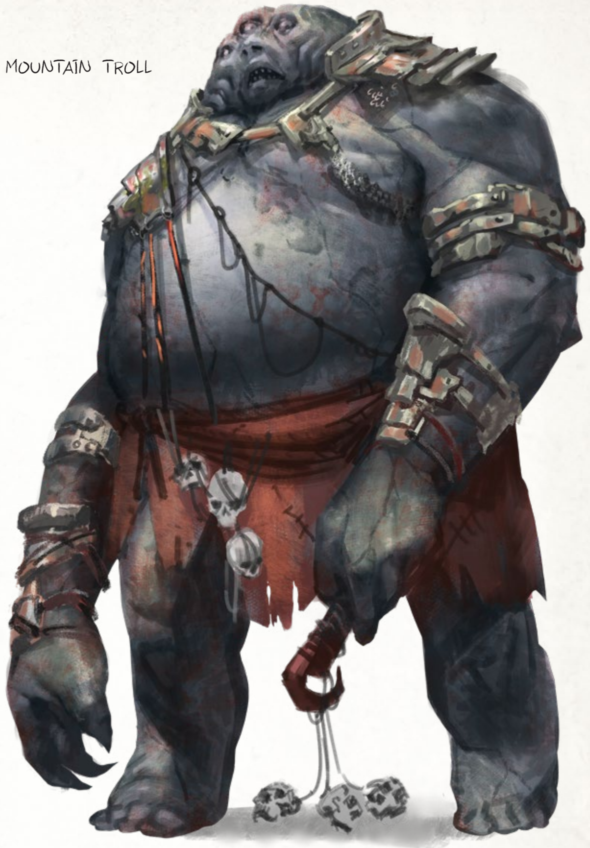
Experience: Machines +2

FEATURES

Hive Mind - Passive: The Mechanorb gains a +1 bonus to their Difficulty for each other Mechanorb within Close range.

Adaptive Tactics - Passive: *Pool*. When the Mechanorb fails an attack roll, add a token to the Mechanorb Pool. All Mechanorbs in the scene gain a bonus to attack rolls equal to the number of tokens in the Mechanorb Pool. Clear all tokens when any Mechanorb takes Severe damage or is defeated.





MOUNTAIN TROLL

Tier 1 Solo

A hideous giant born out of a massive rock. They wear purloined armor and a belt of severed heads or skulls.

Motives & Tactics: Ambush, bellow, hurl large boulders, smash, stomp

Difficulty: 14 | **Thresholds:** 8/15 | **HP:** 8 | **Stress:** 3
ATK: +2 | **Skull Flail:** Very Close | 1d8+1 phy

Experience: Mountains +4

FEATURES

Relentless (3) - Passive: The Troll can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Stolen Armor - Passive: *Countdown*. When combat begins, activate a countdown with a value equal to the number of PCs. When the Troll takes damage, reduce the severity by one threshold, then tick down the countdown. When it triggers, the Troll evolves (see "Enraged Mountain Troll").

Flail Swipe - Action: **Mark a Stress** to make an attack against all targets in front of the Troll within Very Close range. Targets the Troll succeeds against take **2d8+2** physical damage.

Enraged Mountain Troll - Evolution: The Troll loses their "Stolen Armor" and "Flail Swipe" features, then gains a +1 bonus to their Difficulty. Additionally, they gain the "Double Swipe" feature and replace "Skull Flail" with the following standard attack:
Claw Swipe: Very Close | 1d10+3 phy

Double Swipe - Action: **Spend a Fear** to move up to Close range and make two standard attacks against a target within Melee range. If both attacks succeed, combine the damage, and the target loses a Hope.

OCTOPUS

Tier 1 Skulk

An aquatic, soft-bodied mollusk that has eight sucker-bearing arms and a hard, beaklike jaw.

Motives & Tactics: Crawl along the ocean floor, eat fish, squirt ink to escape

Difficulty: 12 | **Thresholds:** 3/None | **HP:** 2 | **Stress:** 3
ATK: –1 | **Beak:** Melee | 1d6 phy

Experience: Dexterity +3, Water +3

FEATURES

Grapple - Action: Make an attack roll against a target within Close range. On a success, the target becomes *Restrained* and *Vulnerable* until they escape with a successful Strength Roll.

Squirt Ink - Action: **Mark a Stress** to have the Octopus squirt ink. On land, the ink covers the ground within Very Close range. Each creature who moves through that area must succeed on an Agility Reaction Roll or slip and fall, becoming *Vulnerable* until they exit the area. If this feature is used while the Octopus is underwater, it instead creates a cloud of darkness that fills an area within Very Close range and blocks line of sight.

PANTHER

Tier 1 Skulk

A large feline predator that stalks its prey from the shadows.

Motives & Tactics: Climb trees, pounce, stalk

Difficulty: 14 | **Thresholds:** 5/10 | **HP:** 4 | **Stress:** 3
ATK: +2 | **Teeth and Claws:** Melee | 1d8+1 phy

Experience: Keen Senses +3, Slink +3

FEATURES

Shadow Stalker - Passive: While *Hidden*, the Panther gains a +2 bonus to its attack rolls.

Pouncing Strike - Action: **Mark a Stress** to have the Panther leap into Melee range of a target within Far range and make an attack against them. On a success, deal **1d12+2** physical damage.

PHANTOM

Tier 1 Standard

The echo of a lost soul in the form of an ectoplasmic shadow.

Motives & Tactics: Create cold spots, swoop through the air, whisper dark tidings

Difficulty: 11 | **Thresholds:** 5/None | **HP:** 2 | **Stress:** 1
ATK: –1 | **Chill Touch:** Melee | 1d6+2 mag

Experience: Spooky +3

FEATURES

Incorporeal - Passive: The Phantom has resistance to physical damage and can move through solid objects.

Fear Aura - Passive: A PC who takes the spotlight within Very Close range of the Phantom must succeed on a Presence Reaction Roll (10) or mark a Stress.

Lingering Haunt - Reaction: *Countdown (1d6).* When the Phantom is defeated, you can **spend a Fear** to activate the countdown. It ticks down when a PC rolls with Fear. When it triggers, clear the Phantom's HP and immediately spotlight them.

POLTERGEIST

Tier 1 Ranged

A baleful, translucent spirit that possesses inanimate objects.

Motives & Tactics: Flicker candles, rattle chains, shake windows, throw people around the room

Difficulty: 9 | **Thresholds:** 4/None | **HP:** 2 | **Stress:** 2
ATK: –1 | **Thrown Object:** Far | 1d6+3 phy

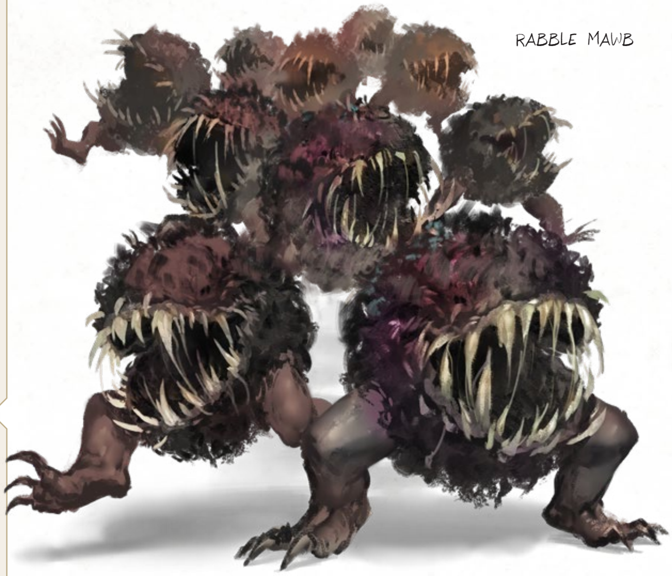
Experience: Spooky +3

FEATURES

Specter - Passive: The Poltergeist has resistance to physical damage. **Mark a Stress** to move up to Close range through solid objects.

Possessor - Action: **Mark a Stress** to have the Poltergeist inhabit a nonmagical object that is entirely within Close range, infusing the object with a ghostly glow. The next time the Poltergeist would take damage, the object is destroyed instead, and the Poltergeist is expelled from it.

Ghost Storm - Action: **Spend a Fear** to have the Poltergeist pull all unequipped nonmagical objects within Very Close range into a violent vortex. Each target in that area must make an Agility Reaction Roll. Targets who fail take **1d12+2** physical damage. Targets who succeed take half damage.



RABBLE MAWB

Tier 1 Horde (3/HP)

These cat-sized balls of hair, limbs, and teeth travel in a "mawb" of a dozen.

Motives & Tactics: Chitter and chew, clump together, roll around

Difficulty: 8 | **Thresholds:** 4/8 | **HP:** 4 | **Stress:** 2
ATK: –2 | **Chomp:** Melee | 1d6+3 phy

Experience: Underground +2

FEATURES

Horde (1d4+1) - Passive: When the Rabble Mawb has marked half or more of its HP, its standard attack deals **1d4+1** physical damage instead.

Come Back Worse - Reaction: When the Rabble Mawb is defeated, you can **spend a Fear** to bring it back to life, clearing all HP and Stress. The Rabble Mawb gains a bonus to all rolls equal to the number of times this feature has been used by this Rabble Mawb.

REDCAP BITERS

Tier 1 Horde (3/HP)

A troop of fist-sized fey creatures who have needle-sharp teeth and conical red caps sealed on their heads with candle wax.

Motives & Tactics: Bring 'em down, celebrate tiny victories, giggle and chitter, scamper between the walls

Difficulty: 10 | **Thresholds:** 6/11 | **HP:** 5 | **Stress:** 3
ATK: –1 | **Gnash:** Melee | 1d8+4 phy

Experience: Nooks and Crannies +3

FEATURES

Horde (1d4+2) - Passive: When the Biters have marked half or more of their HP, their standard attack deals **1d4+2** physical damage instead.

Ankle Weights - Passive: A PC must mark a Stress to move out of the Biters' Melee range.

REDCAP BREAKER

Tier 1 Bruiser

A large, brutish fey creature who has a conical red cap sealed on their head with candle wax.

Motives & Tactics: Beat chest and bellow, ragdoll puny enemies, rush forward recklessly

Difficulty: 13 | **Thresholds:** 8/15 | **HP:** 6 | **Stress:** 3
ATK: +1 | **Wooden Mallet:** Melee | 1d12+2 phy

Experience: Bones +2

FEATURES

Backbreaker - Action: **Mark a Stress** to make an attack against a target within Melee range. On a success, deal **3d4+10** physical damage. A target who marks HP from this attack is *Restrained* until they clear a HP.

Kneecapper - Reaction: When the Breaker makes a successful standard attack, you can **spend a Fear** to make the target temporarily *Vulnerable*.

REDCAP BUTCHER

Tier 1 Standard

A halfling-sized fey creature who hacks their victims apart with a variety of cutting implements. They wear a conical red hat sealed on their head with candle wax.

Motives & Tactics: Grin disconcertingly, hack and slash, scramble

Difficulty: 12 | **Thresholds:** 5/10 | **HP:** 4 | **Stress:** 3
ATK: +1 | **Meat Cleaver:** Melee | 1d8+1 phy

Experience: Scurry +2

FEATURES

Chop Happy - Action: **Mark a Stress** to make a standard attack against up to three targets. For each target who marks HP, you gain a Fear.

Knife Thrower - Action: **Mark a Stress** to make a standard attack against a target within Far range. If the Butcher is *Hidden*, they make the attack with advantage.

REDCAP CANDLEMAKER

Tier 1 Leader

A pale, gaunt cult leader wearing a conical red cap sealed on their head with candle wax. They wield a long rod with a candle atop it made from a hanged criminal's hand.

Motives & Tactics: Cast long shadows, keep out of the fray, show them the light

Difficulty: 13 | **Thresholds:** 7/13 | **HP:** 6 | **Stress:** 3
ATK: +3 | **Burning Candlestick:** Very Close | 1d10+2 mag

Experience: Vigilance +3

FEATURES

Hand of Glory - Passive: When the Candlemaker appears, place 5 tokens on this stat block. Remove a token whenever the Candlemaker marks a HP. While this stat block has 1 or more tokens on it, the Candlemaker is *Hidden*.

Torchbearer - Passive: The light of the Candlemaker's Hand of Glory inspires bloodlust in their allies. While this stat block has 1 or more tokens on it, each Redcap adversary within Close range gains a +1 bonus to their damage rolls.

Dance in the Flames - Action: **Spend a token** from this stat block. The Candlemaker conjures a ball of fire on a group of PCs within Far range. Each target must make an Agility Reaction Roll. Targets who fail take **2d10** magic damage. Targets who succeed take half damage.

REDCAP SKINNER

Tier 1 Minion

A cat-sized fey creature wielding a straight razor and wearing a conical red cap sealed on their head with candle wax.

Motives & Tactics: Flense, giggle, scrape, slice

Difficulty: 9 | **Thresholds:** None | **HP:** 1 | **Stress:** 1
ATK: –1 | **Razor:** Melee | 2 phy

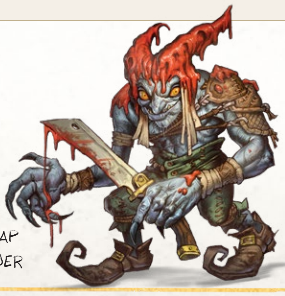
Experience: Leatherwork +3

FEATURES

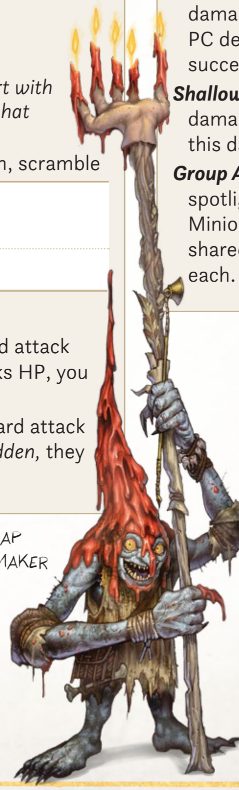
Minion (4) - Passive: The Skinner is defeated when they take any damage. For every 4 damage a PC deals to the Skinner, the PC defeats an additional Minion within range the attack would succeed against.

Shallow Cuts - Passive: When a PC fails a roll, they take 1 physical damage for each Skinner within Melee range of them. Combine this damage.

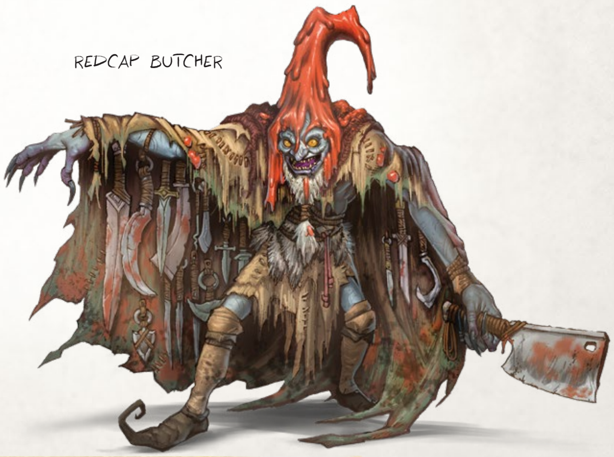
Group Attack - Action: **Spend a Fear** to choose a target and spotlight all Redcap Skinners within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 2 physical damage each. Combine this damage.



REDCAP SKINNER



REDCAP CANDLEMAKER



REDCAP BUTCHER

RUGARU

Tier 1 Solo

A wolf-headed humanoid cursed by the gods to prowl the swamps in search of blood.

Motives & Tactics: Blaspheme, go for the throat, stalk, terrorize

Difficulty: 14 | **Thresholds:** 7/14 | **HP:** 8 | **Stress:** 4
ATK: +4 | **Snapping Jaws:** Melee | 2d8+4 phy

Experience: Swamps +3

FEATURES

Relentless (3) - Passive: The Rugaru can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Child of Night - Passive: While in moonlight, the Rugaru gains a +2 bonus to their Difficulty.

Bloodthirsty - Passive: When a PC marks HP from the Rugaru's standard attack, add a token to this stat block. The Rugaru gains a bonus to attack rolls equal to the number of tokens on this stat block. Clear all tokens when the Rugaru takes Severe damage.

Howl at the Moon - Action: **Mark a Stress** to force each PC within Far range to make a Presence Reaction Roll (15). Targets who fail lose a Hope. Gain a Fear for each Hope lost. If a PC has no Hope, they must mark a Stress and become *Vulnerable* until they roll with Hope.

Flesh Ripper - Action: **Mark a Stress** to make an attack against a target within Melee range. On a success, deal **1d12+2** direct physical damage.

SAWTOOTHED GILLBEAST

Tier 1 Standard

A stocky fish creature that has rows of razor-sharp teeth.

Motives & Tactics: Clamber ashore, hit and run, peek above the waterline

Difficulty: 12 | **Thresholds:** 5/10 | **HP:** 4 | **Stress:** 2
ATK: +1 | **Waterlogged Weaponry:** Close | 1d8+1 phy

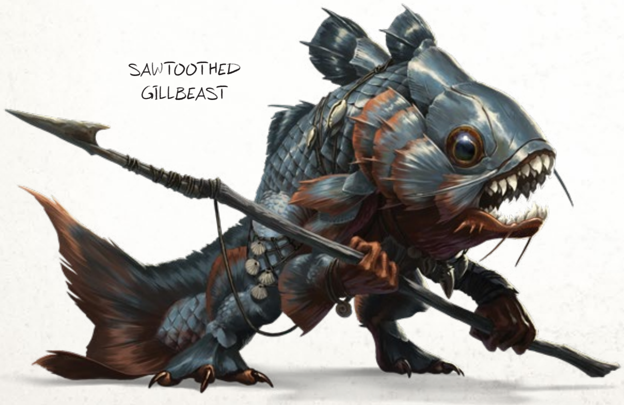
Experience: Aquatic +2

FEATURES

Ka-Chomp - Action: **Mark a Stress** to attack a target within Melee range. On a success, the target takes **1d12** physical damage and must mark an Armor Slot without gaining its benefit (they can still use armor to reduce the damage).

Feeding Frenzy - Reaction: When a creature marks HP, you can **spend a Fear** to spotlight all Sawtoothed Gillbeasts within Very Close range of them. Those Gillbeasts move into Melee range of the creature and each make a standard attack against them. If any attacks succeed, combine their damage.

Scaly - Reaction: When the Gillbeast would mark any number of HP, roll a **d6**. On a result of 6, you can mark a Stress instead.



SOUL-SHATTERED MAGE

Tier 1 Solo

A spellcaster with a psyche broken by knowledge best left hidden.

Motives & Tactics: Babble in an unknown language, laugh unsettlingly, wield power beyond control

Difficulty: 12 | **Thresholds:** 8/15 | **HP:** 6 | **Stress:** 5
ATK: +2 | **Wormwood Staff:** Far | 1d12 mag

Experience: Forbidden Knowledge +2

FEATURES

Relentless (3) - Passive: The Mage can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

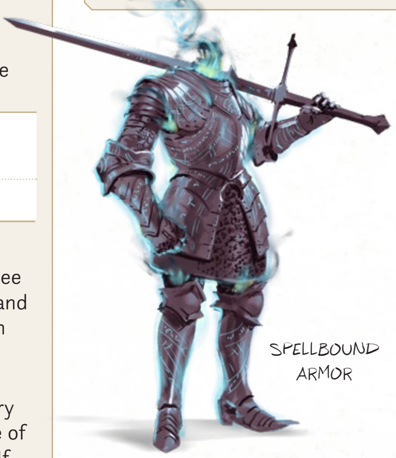
Broken Magic - Action: **Mark a Stress** to roll a **d6**. The Mage uses the corresponding move:

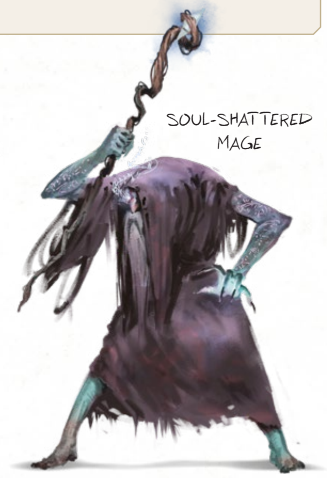
1–2: ***Dimension Rift.*** Choose a target within Far range. The target teleports to a point you choose within Close range of their original position and takes **2d6** direct magic damage as their body and mind reassemble.

3–4: ***Time Dilation.*** Choose a group of PCs within Far range. Each target is *Slowed* until they roll with Hope. While *Slowed*, a target is *Vulnerable* and must mark a Stress when they move.

5–6: ***Discordant Visions.*** Make an attack against up to three targets within Close range. Targets the Mage succeeds against take **2d8** direct magic damage.

Feel My Pain - Reaction: When the Mage marks HP, roll a number of **d6s** equal to the number of Stress the Mage has marked. The Mage deals direct magic damage equal to the total result to all PCs within Very Close range.





SPELLBOUND ARMOR

Tier 1 Bruiser

An empty suit of full plate armor that glows with a faint corona of ghostly light.

Motives & Tactics: Clank noisily, move like clockwork, watch silently

Difficulty: 10 | **Thresholds:** 9/17 | **HP:** 6 | **Stress:** None
ATK: +0 | **Zweihänder:** Very Close | 1d10+1 phy

Experience: Guardian +2

FEATURES

Tireless - Passive: The Armor can't be forced to mark Stress. When an effect would cause it to mark Stress, the Armor ignores that part of the effect.

Clatter & Recombobulate - Reaction: Once per scene when the Armor is defeated, you can **spend a Fear** to reactivate it. Clear 2 HP and immediately spotlight it.

VIPER

Tier 1 Minion

A small serpent that envenomates its prey with hinged fangs.

Motives & Tactics: Lie in wait, slither, strike

Difficulty: 11 | **Thresholds:** None | **HP:** 1 | **Stress:** 1
ATK: +3 | **Bite:** Melee | 1 phy

Experience: Grounded +4

FEATURES

Minion (4) - Passive: The Viper is defeated when it takes any damage. For every 4 damage a PC deals to the Viper, the PC defeats an additional Minion within range the attack would succeed against.

Venomous - Passive: When the Viper makes a successful standard attack, the target becomes temporarily *Envenomated*. While *Envenomated*, the target must mark a Stress whenever they make an action roll.

Group Attack - Action: **Spend a Fear** to choose a target and spotlight all Vipers within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 1 physical damage each. Combine this damage.

WAXWORK CREATION

Tier 1 Solo

A ten-foot-tall, semisolid (and semisentient) candle wax construct.

Motives & Tactics: Lumber menacingly, moan with the pain of unlife, smother

Difficulty: 13 | **Thresholds:** 8/15 | **HP:** 10 | **Stress:** 3
ATK: +2 | **Fists:** Very Close | 1d20 phy

Experience: Giant-Sized +2

FEATURES

Relentless (2) - Passive: The Creation can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight it.

No Vital Organs - Passive: The Creation doesn't take extra damage from attacks that critically succeed against it.

Wax Ball - Action: **Mark a Stress** to have the Creation throw a ball of wax at a target within Far range. Make an attack against the target. On a success, the target takes **1d12+2** physical damage and becomes *Restrained* until they succeed on a Strength Roll (15).

Splutch! - Reaction: When a PC within Melee range of the Creation makes a weapon attack against it, roll a **d6**. On a 5 or higher, the attacker's weapon gets stuck in the Creation and can be removed only with a successful Strength Roll (15).

Smothering Grapple - Reaction: When the Creation makes a successful standard attack against a target within Melee range, you can **spend a Fear** to *Trap* the target inside the Creation's wax body. While *Trapped*, the target is *Restrained* and must mark a Stress and move with the Creation each time it's spotlighted. A *Trapped* creature is freed when the Creation takes Major or greater damage.

WILL-O'-THE-WISPS

Tier 1 Horde (8/HP)

Lazily floating orbs of color-shifting werelight.

Motives & Tactics: Dazzle and distract, disorient, lead astray

Difficulty: 9 | **Thresholds:** 5/9 | **HP:** 4 | **Stress:** 2
ATK: –3 | **Flash:** Close | 1d4+2 mag

Experience: Darkness +3

FEATURES

Horde (1d4–1) - Passive: When the Will-o'-the-Wisps have marked half or more of their HP, their standard attack deals **1d4–1** magic damage instead.

Kaleidoscopic - Passive: The Will-o'-the-Wisps pulse and dance in hypnotic, color-changing patterns that entrance any creature who looks upon them. All targets within Very Close range of the Will-o'-the-Wisps are *Vulnerable*.

Fascinating - Action: **Spend a Fear** to have the Will-o'-the-Wisps trace looping light trails through the air, leaving afterimages that beg to be deciphered. Each PC within Far range must succeed on an Instinct Reaction Roll (13) or mark a Stress and move up to Close range toward the Will-o'-the-Wisps.

YUFO

Tier 1 Social

A large, interdimensional jellyfishlike creature that floats in and out of the timestream.

Motives & Tactics: Exchange information about possible timelines, feed on heightened emotions, watch from the shadows

Difficulty: 14 | **Thresholds:** 6/10 | **HP:** 3 | **Stress:** 5
ATK: –3 | **Tentacle Lash:** Very Close | 1d6+3 phy

Experience: Secrets +3, Floating Oddity +3

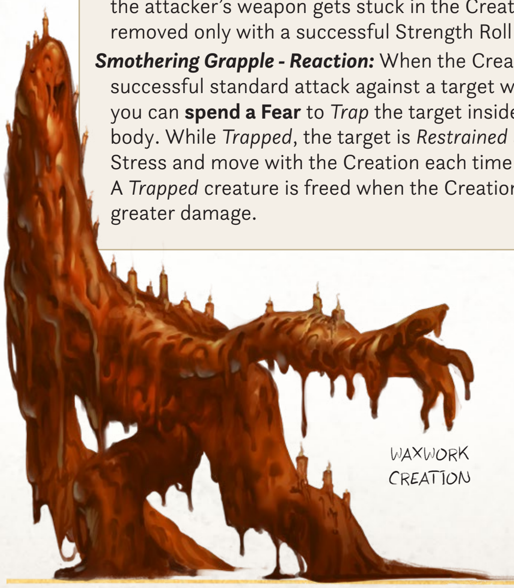
FEATURES

Telepathic - Passive: The Yufo can mentally communicate with creatures within Very Far range.

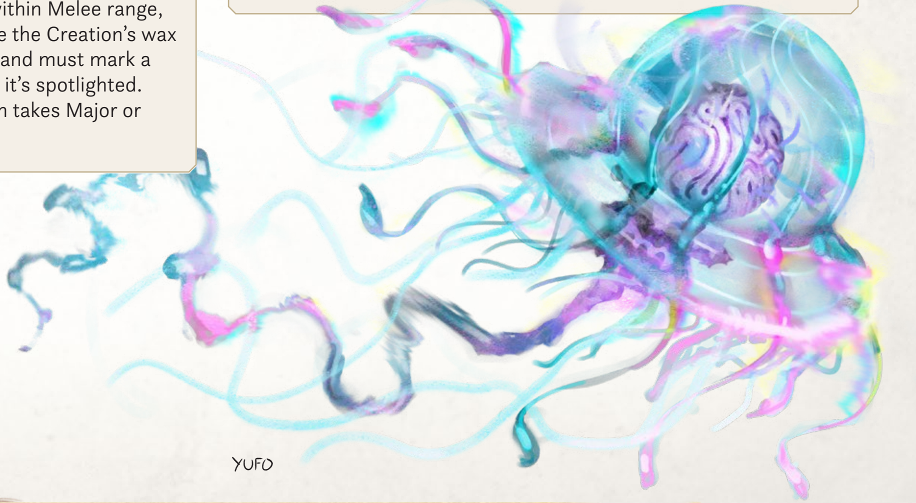
Psychic Strongbox - Passive: The Yufo is immune to abilities and features that would affect or alter its thoughts or emotions.

Glitch Wave - Action: **Spend a Fear** and choose up to three targets within Close range. Each target must succeed on a Instinct Reaction Roll or become desynced from reality and have disadvantage on Instinct Rolls until they use a downtime move to ground their psyches in the now.

Temporal Corrosion - Reaction: When the Yufo succeeds on a standard attack, you can **mark a Stress** to have the Yufo excrete an entropic acid through its skin, giving the target a –2 penalty to their damage thresholds until they use a downtime move to repair their armor.



WAXWORK CREATION



YUFO

TIER 2 ADVERSARIES (LEVELS 2–4)

BANSHEE

Tier 2 Skulk

A corrupted fey spirit that haunts the night in the form of a willowy specter wearing a luminous gossamer gown.

Motives & Tactics: Ambush from inside solid objects, frighten to death, mourn life and beauty lost, scream balefully

Difficulty: 14 | **Thresholds:** 9/18 | **HP:** 5 | **Stress:** 3
ATK: +2 | **Fingernails:** Melee | 2d6+1 mag

Experience: Vain +3, Wrathful +3

FEATURES

Specter - Passive: The Banshee has resistance to physical damage. **Mark a Stress** to move up to Close range through solid objects.

Terrifying - Passive: When the Banshee makes a successful attack, all PCs within Close range lose a Hope, and you gain a Fear.

Scare Tactic - Action: Up to three times per scene, **spend a Fear** to have the Banshee teleport up to Very Far range and scare a PC within Melee range. The PC marks **1d4** Stress. If this causes them to mark HP, they also lose a Hope.

***Wail of Despair - Action:* Mark a Stress** to have the Banshee unleash a mournful scream of pain and anguish. Each PC within Close range must make a Presence Reaction Roll. Targets who succeed take **1d12+1** magic damage. Targets who fail take double damage and are knocked back to Close range.

BASILISK

Tier 2 Standard

A six-legged monitor lizard that has the head of a vulture, a spiked backbone, and a petrifying gaze.

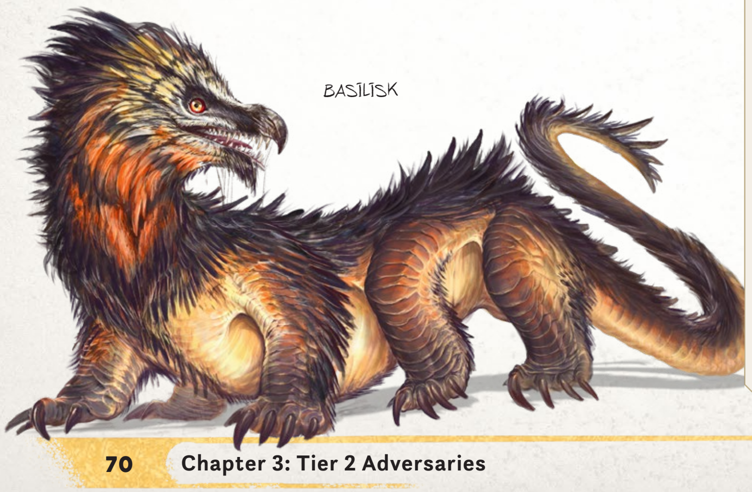
Motives & Tactics: Move slow and steady, savor petrified prey, turn everyone to stone, watch and wait

Difficulty: 14 | **Thresholds:** 8/19 | **HP:** 4 | **Stress:** 4
ATK: +1 | **Jaws & Claws:** Melee | 2d6+4 phy

FEATURES

***Petrify - Action:* Spend a Fear** to force a PC within Far range to make an Instinct Reaction Roll. On a success, the target marks a Stress. On a failure, the target becomes *Stiff*. If the target is already *Stiff*, they become *Petrified*. While *Stiff*, the PC must mark a Stress each time they act until they take a rest or the Basilisk is defeated. While *Petrified*, the PC can't act. The *Petrified* condition can be cleared only by applying Basilisk saliva to the target.

***CRONCH! - Action:* Mark a Stress** to have the Basilisk chomp down on a *Petrified* PC within Melee range. The target must make a death move.



BERSERKER ALPHA

Tier 2 Leader

A veteran commander who quaffs magic elixirs to change into a beast and lead their packmates on a hunt.

Motives & Tactics: Embrace the change, howl at the moon, lead the pack, run down enemies

Difficulty: 14 | **Thresholds:** 13/26 | **HP:** 6 | **Stress:** 4
ATK: +3 | **Tooth & Claw:** Melee | 2d10+2 phy

Experience: Hunt +3, Keen Senses +2

FEATURES

Pack Fury - Passive: The Alpha gains a +1 bonus to their attack rolls for each ally within Very Close range of their attack's target.

Bark at the Moon - Action: Once per scene, **spend a Fear** to have each ally within Close range of the Alpha clear a HP and a Stress.

Berserker Rage - Reaction: The first time in a scene the Alpha marks their last Stress, they gain a +6 bonus to damage rolls.

BERSERKER INITIATE

Tier 2 Standard

A raging warrior who imbibes ritualistic concoctions to enhance their form with aspects of a predatory beast.

Motives & Tactics: Coordinate with packmates, dance around the fire, howl at the moon

Difficulty: 13 | **Thresholds:** 9/18 | **HP:** 4 | **Stress:** 3
ATK: +1 | **Tooth & Claw:** Melee | 2d10 phy

Experience: Hunt +3

FEATURES

Pack Fury - Passive: The Initiate gains a +1 bonus to their attack rolls for each ally within Very Close range of their attack's target.

Berserker Rage - Reaction: The first time in a scene the Initiate marks their last Stress, they gain a +4 bonus to damage rolls.

CENTAUR WARDEN

Tier 2 Ranged

A half-human, half-horse guardian who patrols the borders of idyllic lands uncorrupted by the touch of civilization.

Motives & Tactics: Live in harmony with nature, protect the wilderness, use mobility and distance to drive off intruders

Difficulty: 14 | **Thresholds:** 10/19 | **HP:** 5 | **Stress:** 3
ATK: +2 | **Recurved Bow:** Far | 2d8+4 phy

Experience: Nature +2, Philosophy +2

FEATURES

Flanking Maneuver - Passive: When the Warden makes a standard attack against a target within Melee range of one or more of the Warden's allies, the Warden gains a +2 bonus to the attack roll.

***Eye of the Sage - Action:* Mark a Stress** to make a standard attack. The Warden has advantage on the attack roll and critically succeeds on a roll of 19–20.

***Trample - Action:* Spend a Fear** to have the Warden gallop up to Far range in a straight line. Each target in their path must make an Agility Reaction Roll. Targets who succeed take **1d6+2** physical damage. Targets who fail take double damage and must mark a Stress.

Quick Volley - Reaction: When the Warden makes a standard attack, you can **mark any number of Stress** to target an equal number of additional creatures within range.

CHICKEN-FOOT HUT

Tier 2 Bruiser

A tall wooden shack that moves around on giant chicken legs.

Motives & Tactics: Claw, protect master, run and jump, trample

Difficulty: 16 | **Thresholds:** 14/27 | **HP:** 8 | **Stress:** 2
ATK: +2 | **Clawed Feet:** Very Close | 2d10+3 phy

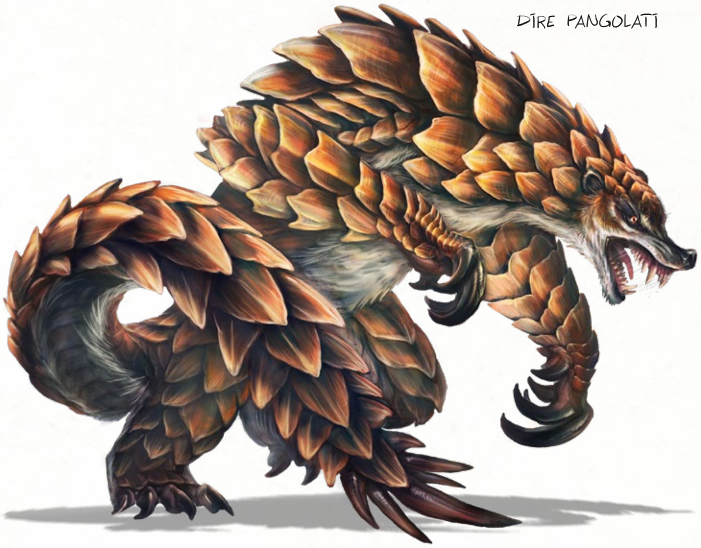
Experience: Forests +2

FEATURES

Fast - Passive: The Hut can move up to Far range when spotlighted.

Double Strike - Action: **Mark a Stress** to make two standard attacks. If both attacks succeed against the same target, combine the damage.

Pin - Reaction: When the Hut makes a successful standard attack, you can **mark a Stress** to temporarily *Restrain* the target. The Hut drags the *Restrained* target when it moves.



DIRE PANGOLATI

Tier 2 Bruiser

A carriage-sized pangolin-coati hybrid covered in armor plating. It has a bladed tail it uses to fling razor-sharp scales.

Motives & Tactics: Escape with a meal, slice and dice, wade into danger

Difficulty: 14 | **Thresholds:** 14/28 | **HP:** 7 | **Stress:** 4
ATK: +2 | **Tail Slash:** Very Close | 2d12+3 phy

Experience: Climbing +3, Scent Tracking +3

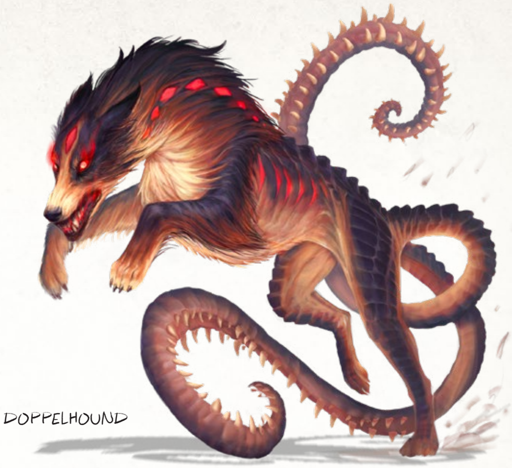
FEATURES

Armor Eater - Passive: When the Pangolati makes a successful attack against a PC, that PC must mark an additional Armor Slot to reduce the severity of the damage.

Blade Spin - Action: **Spend a Fear** to have the Pangolati quickly spin in a circle. Each target within Very Close range must succeed on an Agility Reaction Roll or take **2d8** physical damage.

Blade Fling - Action: **Mark a Stress** to have the Pangolati flick its tail and fling a razor-edged armor plate. Make an attack against a target within Far range. On a success, the attack deals **2d6+10** physical damage.

Keratin Scales - Reaction: When the Pangolati would mark HP from an attack, you can **mark a Stress** to reduce the number of HP it marks by 1.



DOPPELHOUND

Tier 2 Skulk

A vicious magical canid that has glowing eyes and two barbed, whiplike tails. It confuses enemies by conjuring an illusory duplicate of itself.

Motives & Tactics: Ambush prey, kill for sport, play with food, trick and deceive

Difficulty: 14 | **Thresholds:** 9/17 | **HP:** 4 | **Stress:** 5
ATK: +3 | **Barbed Tail Whip:** Very Close | 2d8+2 phy

Experience: Shadows +3

FEATURES

Blink Beast - Passive: When combat begins, place a duplicate within Close range of the Doppelhound. The Doppelhound occupies both its place and its duplicate's. The duplicate can move when the Doppelhound is spotlighted, and the Doppelhound can target enemies with attacks as if it were in its duplicate's place. When the Doppelhound or duplicate is attacked, the attacker rolls a d6. On an even result, they target the Doppelhound. On an odd result, they target the duplicate, and the attack fails. If an attack succeeds against the Doppelhound, the duplicate is dispelled until you **spend a Fear** to conjure it again.

Double Strike - Action: **Mark a Stress** to make two standard attacks. If both attacks succeed against the same target, combine the damage.

DRAGON KNIGHT

Tier 2 Bruiser

A knight clad in dragonplate armor and a helmet in the shape of a dragon's head.

Motives & Tactics: Exploit an opening, get some distance, knock enemies off-balance, strike from above

Difficulty: 15 | **Thresholds:** 15/30 | **HP:** 5 | **Stress:** 3
ATK: +2 | **Lance:** Very Close | 2d12+3 phy

Experience: Jousts +2

FEATURES

High Ground - Passive: The Knight gains advantage on attacks made against targets below them.

Leaping Strike - Action: **Mark a Stress** to have the Knight leap into Melee range of a target within Far range and make a standard attack against them. On a success, the attack deals an extra **1d12** damage, and the target must mark an Armor Slot without receiving its benefits (they can still use armor to reduce the damage).

Comeback - Reaction: When the Knight fails a standard attack, you can **spend a Fear** to reroll the attack with advantage.

ELEPHANT

Tier 2 Bruiser

A huge pachyderm that has large ears and a prehensile trunk.

Motives & Tactics: Eat vegetation, protect the herd, socialize

Difficulty: 15 | **Thresholds:** 14/28 | **HP:** 6 | **Stress:** 3
ATK: +3 | **Feet & Tusks:** Very Close | 2d12 phy

Experience: Huge +2, Never Forgets +2

FEATURES

Trample - Action: **Mark a Stress** to have the Elephant charge up to Far range in a straight line. Each target in its path must succeed on an Agility Reaction Roll or take **2d10+3** physical damage.

Toss - Reaction: When the Elephant makes a successful standard attack, you can **spend a Fear** to have it toss the target to another location within Close range and deal an extra **1d12** damage.

ENTOMBED CAT BEAST

Tier 2 Solo

A large undead humanoid skeleton with a panther's skull for a head.

Motives & Tactics: Rush attack, shred, terrify

Difficulty: 15 | **Thresholds:** 12/23 | **HP:** 7 | **Stress:** 3
ATK: +2 | **Razor Claws:** Very Close | 2d12+2 phy

Experience: Feral +2

FEATURES

Relentless (3) - Passive: The Cat Beast can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Bloody Strike - Passive: A PC who marks 3 or more HP from an attack made by the Cat Beast must mark an additional HP.

Screeching Caterwaul - Action: **Mark a Stress** to force each PC within Far range of the Cat Beast to make a Presence Reaction Roll. Targets who fail become *Rattled* until they roll with Hope. When the Cat Beast makes a successful attack against a *Rattled* PC, roll damage twice and take the better result, then clear the *Rattled* condition from the target.

I Alone - Reaction: When the Cat Beast first appears, you can choose to have them absorb the essence of their allies. Immediately defeat any number of allies on the battlefield, and gain a Fear for each ally defeated this way.

Vicious Reprisal - Reaction: When the Cat Beast takes damage from an attack made by a PC within Very Close range, you can **mark a Stress** to make a standard attack against that PC.

ENTOMBED ELITE GUARD

Tier 2 Standard

An elite undead soldier buried with their empress to defend the tomb from theft and desecration.

Motives & Tactics: Form up, protect the empress, strike as one

Difficulty: 15 | **Thresholds:** 9/18 | **HP:** 4 | **Stress:** 3
ATK: +2 | **Curved Blade:** Melee | 2d10+2 phy

Experience: Soldier +3

FEATURES

Battle Formation - Passive: The Guard gains a +1 bonus to their Difficulty for each ally within Very Close range.

Javelin - Action: Make an attack against a target within Very Far range. On a success, deal **2d6+2** physical damage.

ENTOMBED EMPRESS

Tier 2 Leader

The undead ruler of a forgotten realm. She's been given blasphemous funeral rites to prevent her soul from moving on.

Motives & Tactics: Command inferiors, curse the invaders

Difficulty: 16 | **Thresholds:** 12/24 | **HP:** 6 | **Stress:** 5
ATK: +2 | **Swipe:** Melee | 2d8+2 phy

Experience: Ruler +4, Undead +2

FEATURES

Empty Husk - Passive: The Empress has resistance to physical damage.

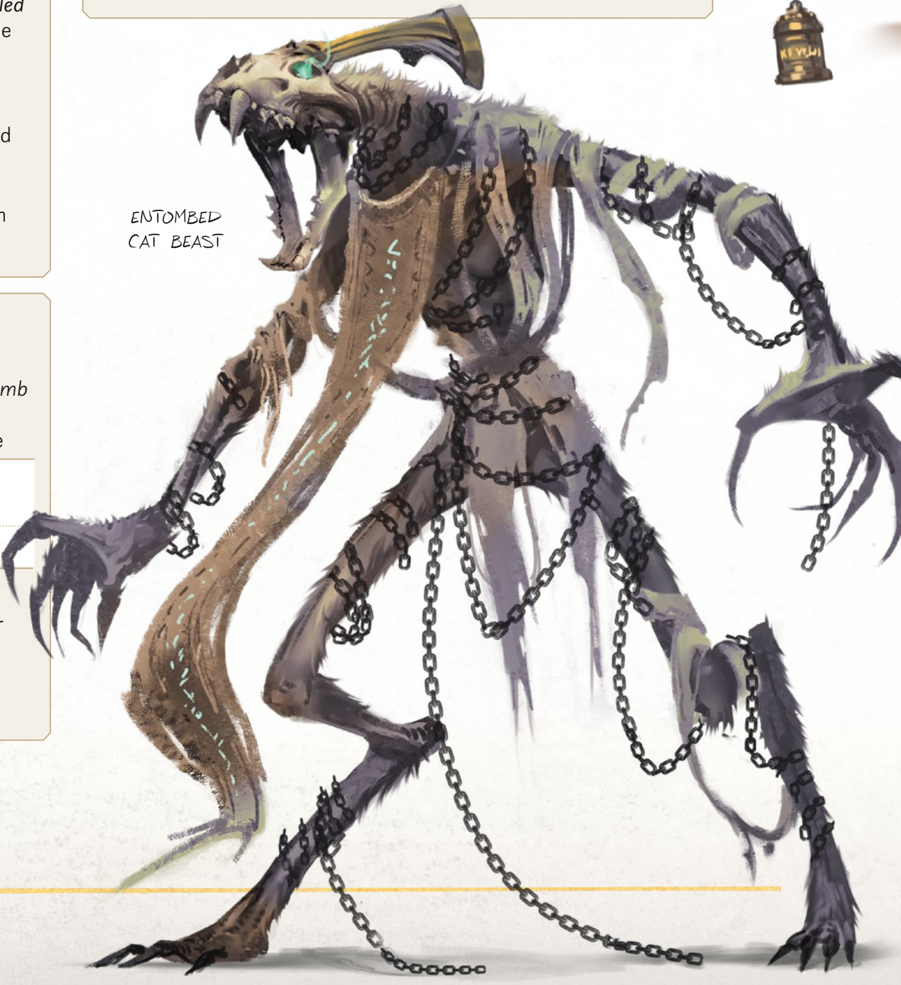
Missing Organs - Passive: The Empress's internal organs have been removed and placed into six crystal containers hidden throughout her tomb. Each time the PCs find and destroy one, the Empress marks a HP.

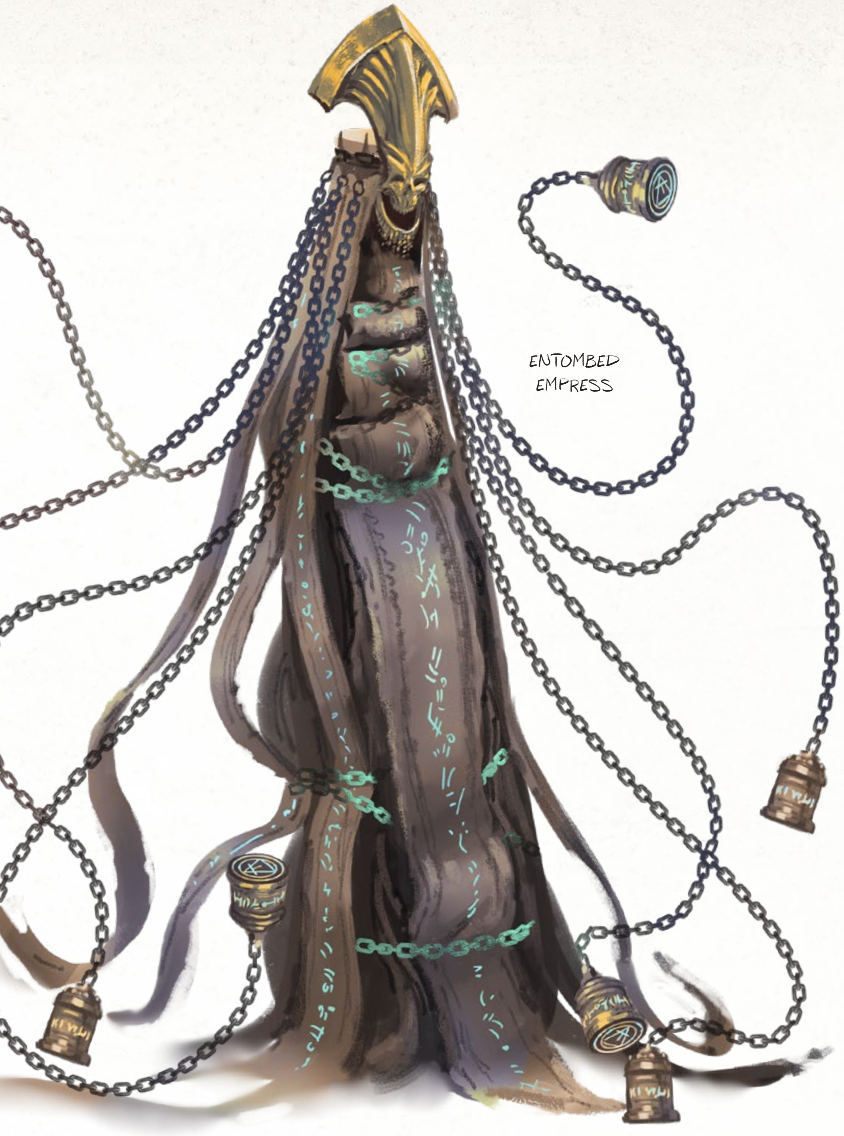
Grasping Chains - Action: **Mark a Stress** to have the Empress target a creature within Close range and try to telekinetically bind them with her funeral chains. Make an attack against a target within Close range. On a success, the Empress pulls the target into Melee range, deals **2d8** physical damage, and temporarily *Restrains* them.

Deathless Obedience - Action: Up to three times per scene, you can **spend a Fear** to spotlight any number of allies within Close range. If any attacks succeed against the same target, combine the damage.

Accursed Caress - Reaction: When the Empress makes a successful standard attack against a PC, you can **spend a Fear** to activate a Doom Countdown (1d6+1) for that PC. It ticks down when a PC rolls with Fear. When it triggers, the PC marks all HP and makes a death move. If the Empress is defeated or the PCs take a rest, all Doom Countdowns end.

Final Transformation (Phase Change) - Reaction: When the Empress marks her last HP, replace her with the Entombed Cat Beast and immediately spotlight them.





ENTOMBED NECROPRIEST

Tier 2 Support

A necromancer charged with preserving the empress's life beyond death.

Motives & Tactics: Boost allies, conquer time, hold down enemies, serve the empress, wield death as a weapon

Difficulty: 13 | **Thresholds:** 8/16 | **HP:** 3 | **Stress:** 7
ATK: +2 | **Death Bolt:** Far | 2d6+2 mag

Experience: Dark Magic +4, Protect +2

FEATURES

Invigorate - Action: **Mark a Stress** to choose up to three allies within Far range. Each one gains advantage on their next attack roll.

Last Grasp - Action: **Spend a Fear** to choose a PC within Far range. Skeletal hands burst out of the ground at the PC's feet and *Restrain* them until the PC breaks free with a successful Strength Roll. When a target *Restrained* in this way spends Hope, you gain a Fear.

Chill Touch - Action: **Mark a Stress** to make a standard attack against a target within Melee range. On a success, the target takes standard damage and must mark **1d4** Stress. If the target marks their last Stress from this attack, you gain a Fear.

ENTOMBED SKIN BEETLES

Tier 2 Horde (5/HP)

Flesh-eating beetles that burrow beneath the skin.

Motives & Tactics: Carpet the ground, consume the living, crawl under clothing

Difficulty: 14 | **Thresholds:** 10/20 | **HP:** 5 | **Stress:** 3
ATK: +0 | **Pincers:** Melee | 2d8+2 phy

Experience: Tombs +3

FEATURES

Horde (2d4+1) - Passive: When the Beetles have marked half or more of their HP, their standard attack deals **2d4+1** physical damage instead.

Momentum - Passive: When the Beetles make a successful attack against a PC, you gain a Fear.

Omophagous - Action: **Mark a HP** to have 5 Beetles burrow under the skin of a PC within Melee range, forcing them to mark a Stress and *Infecting* them. While *Infected*, the target takes 6 direct physical damage every time they roll with Fear. This condition is cleared when the PC clears a HP or a Stress.

ENTOMBED STONEMASON

Tier 2 Minion

An unfortunate undead laborer chosen by lottery to wall up their empress's tomb from the inside.

Motives & Tactics: Never stop working, sacrifice yourself for the empress

Difficulty: 12 | **Thresholds:** None | **HP:** 1 | **Stress:** 1
ATK: –1 | **Hammer and Chisel:** Melee | 5 phy

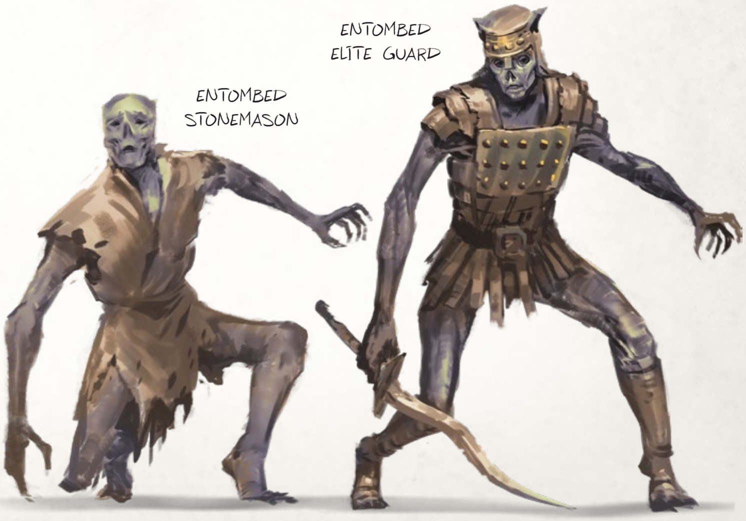
Experience: Builder +2

FEATURES

Minion (5) - Passive: The Stonemason is defeated when they take any damage. For every 5 damage a PC deals to the Stonemason, the PC defeats an additional Minion within range their attack would succeed against.

Group Attack - Action: **Spend a Fear** to choose a target and spotlight all Entombed Stonemasons within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 5 physical damage each. Combine this damage.

The Work Never Ends - Reaction: When the Stonemason is defeated by an attack that deals physical damage, you can **spend a Fear** to clear the Stonemason's HP and Stress.



FLOCK OF FEATHER FIENDS

Tier 2 Horde (3/HP)

A flock of undead crow corpses, eyes aglow with necroplasmic light.

Motives & Tactics: Caw incessantly, claw faces, flutter through the air, peck eyes

Difficulty: 14 | **Thresholds:** 10/20 | **HP:** 5 | **Stress:** 3
ATK: +0 | **Peck and Claw:** Melee | 2d6+2 mag

Experience: Fly +2, Swarm +2

FEATURES

Horde (1d6+1) - Passive: When the Flock has marked half or more of its HP, its standard attack deals **1d6+1** magic damage instead.

Maddening Cacophony - Action: **Mark a Stress** to force each PC within Very Close range to make an Instinct Reaction Roll. Targets who fail must spend a Hope or become *Vulnerable* until they deal damage to the Flock or the Flock is defeated.

FOWLBEAR

Tier 2 Bruiser

A grizzly bear with a feathery hide and the head of a giant goose.

Motives & Tactics: Drive prey into an ambush, fight to the death, hunt in pairs

Difficulty: 15 | **Thresholds:** 14/28 | **HP:** 7 | **Stress:** 4
ATK: +3 | **Goose Teeth & Bear Claws:** Very Close | 2d12+2 phy

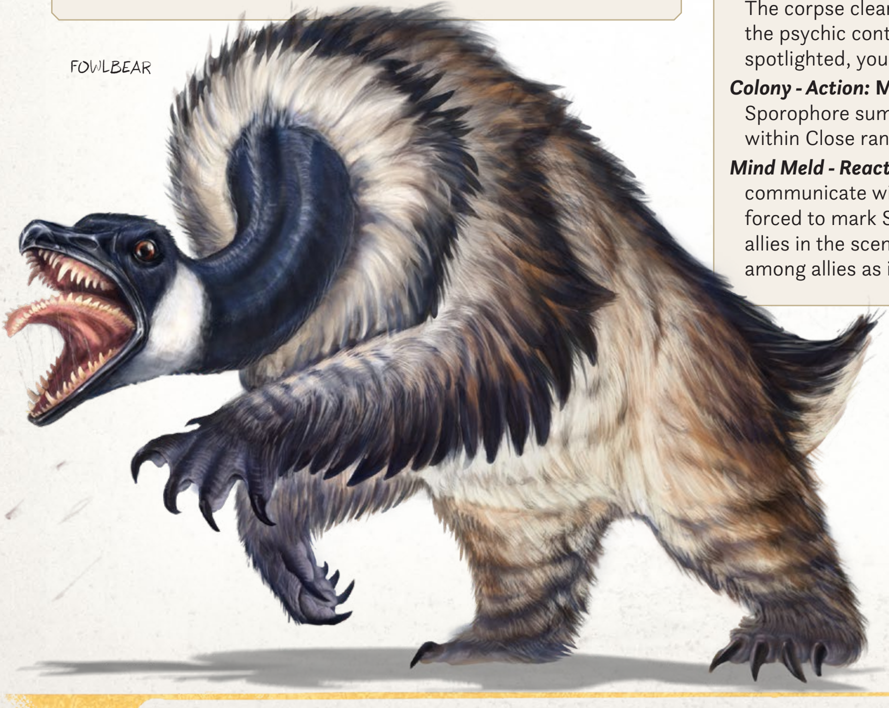
Experience: Keen Senses +3, Ponds +3

FEATURES

Relentless (2) - Passive: The Fowlbear can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight it.

Double Strike - Action: **Mark a Stress** to make two standard attacks. If both attacks succeed against the same target, combine the damage.

Dread Honk - Action: **Spend a Fear** to have the Fowlbear unleash a terrifying, ear-splitting goose honk. Each PC within Close range must make a Presence Reaction Roll. Targets who fail must mark a Stress, move away from the Fowlbear to Far range, and become *Vulnerable* until the Fowlbear deals damage to them. Targets who succeed must mark a Stress or move away from the Fowlbear to Far range.



FUNGISPUNJ SPORELING

Tier 2 Minion

A halfling-sized mushroom creature that defends itself from attackers with tiny puffs of neurotoxic spores.

Motives & Tactics: Avoid violence, spray attackers

Difficulty: 13 | **Thresholds:** None | **HP:** 1 | **Stress:** 1
ATK: –1 | **Neuro Spore:** Very Close | 4 mag

Experience: Darkness +3

FEATURES

Minion (6) - Passive: The Sporeling is defeated when it takes any damage. For every 6 damage a PC deals to the Sporeling, the PC defeats an additional Minion within range the attack would succeed against.

Group Attack - Action: **Spend a Fear** to choose a target and spotlight all Fungispunj Sporelings within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 4 magic damage each. Combine this damage.

Form Up - Action: **Spend a Fear** to combine three Sporelings within a Close area and replace them with a Fungispunj Sporophore.

FUNGISPUNJ SPOROPHORE

Tier 2 Leader

A giant mushroom creature that can command the dead.

Motives & Tactics: Awaken the fallen, defend the colony, spread spores

Difficulty: 16 | **Thresholds:** 12/24 | **HP:** 6 | **Stress:** 5
ATK: +2 | **Spongy Fist:** Very Close | 2d8+4 phy

Experience: Commander +5, Guardian +4

FEATURES

Neurotoxic Spore Cloud - Action: **Mark a Stress** to have the Sporophore spray a cloud of spores on all targets within Close range. Each PC must succeed on a Agility Reaction Roll or become *Poisoned* until they spend a Hope to clear the condition. While *Poisoned*, a target must roll a **d6** before they make an action roll. On a result of 4 or lower, they must mark a Stress.

Reanimator - Action: **Spend a Fear** to have the Sporophore spray a corpse within Very Close range with a cloud of psychic spores. The corpse clears all HP and Stress, then reanimates under the psychic control of the Sporophore. When the Sporophore is spotlighted, you can also spotlight all corpses it controls.

Colony - Action: **Mark any number of Stress** to have the Sporophore summon an equal number of Fungispunj Sporelings within Close range.

Mind Meld - Reaction: All Fungispunj can telepathically communicate with one another. When the Sporophore would be forced to mark Stress from an attack, it can cause Fungispunj allies in the scene to mark that Stress in its place, distributed among allies as it chooses.

GARGOYLE

Tier 2 Bruiser

A magically animated statue resembling a terrifying beast or demon.

Motives & Tactics: Hide in plain sight, overwatch, swoop down

Difficulty: 13 | **Thresholds:** 14/28 | **HP:** 8 | **Stress:** 2
ATK: +2 | **Stone Claws:** Melee | 2d10+3 phy

Experience: Camouflage +4, Ruins +3

FEATURES

Unliving - Passive: The Gargoyle has resistance to magic damage.

Swooping Strike - Action: Choose a point within Far range. The Gargoyle moves to that point and makes a standard attack against one target along its path.

Petrifying Slash - Reaction: When the Gargoyle deals damage, the target must succeed on a Strength Reaction Roll or become *Vulnerable*. If the target is already *Vulnerable,* they become *Restrained*. If the target is already *Vulnerable* and *Restrained,* they must make a death move. The PC can spend a Hope per condition to clear it.

GIANT OCTOPUS

Tier 2 Solo

A monstrous, aquatic mollusk that has eight sucker-bearing arms and a hard, beaklike jaw.

Motives & Tactics: Crush and bite, grapple, harry sailing vessels, hunt prey

Difficulty: 14 | **Thresholds:** 13/26 | **HP:** 10 | **Stress:** 5
ATK: +3 | **Arm Whip:** Close | 2d10 phy

Experience: Intelligent +3

FEATURES

Relentless (3) - Passive: The Octopus can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight it.

Armed and Dangerous - Passive: When the Octopus first appears, place a **d8** on this stat block with the 8 value facing up. When the Octopus makes a successful standard attack against a PC, you can add the die's value to the damage dealt. After you add its value to a roll, decrease the die's value by 1.

Grapple - Action: When the Octopus succeeds on a standard attack, you can **spend a Fear** to have the Octopus *Grapple* the target. While *Grappled*, the target is *Restrained* and *Vulnerable* until they break free with a successful Strength or Finesse Roll.

Crush - Action: **Mark a Stress** to deal **3d8** direct physical damage to a target *Grappled* by the Octopus.

GOBSTALKER

Tier 2 Solo

A fleshy, floating ball of teeth that has numerous eyes and a bundle of questing mouth tentacles that shoot magic beams.

Motives & Tactics: Ambush rivals, seek riches, shoot beams

Difficulty: 15 | **Thresholds:** 10/20 | **HP:** 8 | **Stress:** 6
ATK: +2 | **Mouth Tentacles:** Very Close | 2d6+3 phy

Experience: Magic +3

FEATURES

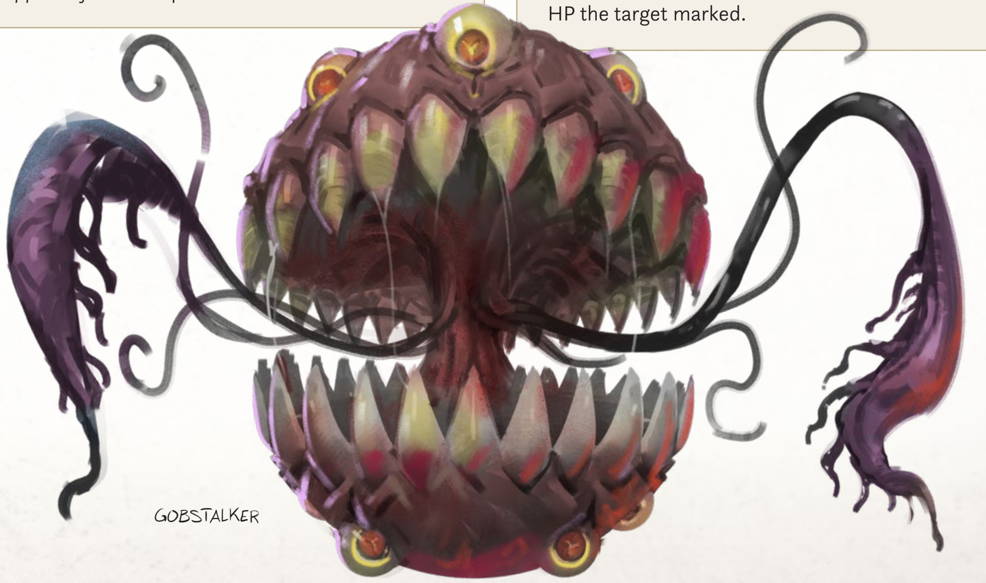
Relentless (3) - Passive: The Gobstalker can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Anti-Mystica-Halitosis - Passive: The Gobstalker's rancid breath creates an invisible, magic-negating miasma. An attack, an ability, or a spell that deals magic damage or creates a magic effect fails automatically if used within Close range of the Gobstalker.

Tentacle Rays - Action: **Mark a Stress** to attack a target within Far range. On a success, roll a **d8** for a random beam attack or **spend a Fear** to choose instead:

1. ***Beguile.*** The Gobstalker *Beguiles* the target. While *Beguiled*, the target sees the Gobstalker as a friend and can't attack it. Additionally, when a PC rolls with Fear, a *Beguiled* PC must mark a Stress or attack a target chosen by the Gobstalker. A *Beguiled* PC must succeed on an Instinct Roll (16) to clear the condition.
2. ***Corrode.*** The target takes **2d8** magic damage and must mark an Armor Slot without receiving its benefits (they can still use armor to reduce the damage). If they can't, double the damage.
3. ***Doom.*** The target must mark all HP, but they can spend any number of Hope to reduce the number of HP marked this way by an equal amount.
4. ***Hypnosis.*** The target falls into a *Deep Trance* and can't act except to try to wake up. This condition lasts until the target takes damage or wakes up with a successful Presence Roll (16).
5. ***Paralyze.*** The target freezes in place, becoming *Vulnerable* and *Restrained* until they mark 2 Stress.
6. ***Sear.*** The target takes **2d8** direct magic damage.
7. ***Scare.*** The target is *Scared*. While *Scared*, the target can't take actions other than fleeing the battle or trying to shake off their terror. Additionally, the target must mark a Stress whenever you spend a Fear. The target can clear the condition with a successful Presence Roll (16).
8. ***Slow.*** The target becomes *Vulnerable* and must mark a Stress to move until they spend 2 Hope.

Leech Lick - Reaction: On a successful standard attack, you can **spend a Fear** to clear a number of Stress equal to the number of HP the target marked.



GUAHALAN ALEBRUJO

Tier 2 Solo

A huge, colorful, chimeric beast formed from many animals.

Motives & Tactics: Destroy, give no quarter, ravage

Difficulty: 14 | **Thresholds:** 13/26 | **HP:** 6 | **Stress:** 5
ATK: +3 | **Tooth & Claw:** Very Close | 2d10+4 mag

Experience: Brutal +2, Quick +2

FEATURES

The Beast Unleashed - Passive: The Alebrujo gains a bonus to damage rolls equal to the number of Fear you have.

Guahalan Sacrifice - Action: **Spend a Fear** to have the Alebrujo devour a Minion within Very Close range, then clear a HP or a Stress.

Howl of the Guahala - Action: **Mark a Stress** to have the Alebrujo emit a howl. Each PC within Far range must succeed on a Presence Reaction Roll or become temporarily *Panicked*. While *Panicked*, a PC must mark a Stress when they take the spotlight.

Rip & Tear - Action: **Spend a Fear** to make a standard attack with advantage. On a success, you can **mark a Stress** to make another standard attack against an additional target within range. You can continue marking Stress to make additional attacks until the Alebrujo fails an attack roll.

Brutal Spectacle - Reaction: When the Alebrujo deals Severe damage, you can **spend a Fear** to force all targets within Close range to mark a Stress.

GUAHALAN FANG LORD

Tier 2 Leader

A shapeshifting warlord who leads a group of warriors into battle.

Motives & Tactics: Bolster allies, lead the pack, rally the troops

Difficulty: 16 | **Thresholds:** 12/24 | **HP:** 6 | **Stress:** 5
ATK: +2 | **Spear:** Very Close | 2d8+4 phy

Experience: Ancient Knowledge +2, Hunter +2

FEATURES

Pack Alpha - Passive: *Pool*. When the Fang Lord makes a successful attack, add a token to the Guahalan Pool. When a Guahalan ally within Close range makes an attack, you can **spend a token** from the Guahalan Pool to give them advantage on the roll.

Unleash the Beast - Action: **Spend a Fear** to have the Fang Lord adopt a bestial form. While in this form, they gain a bonus to attack and damage rolls equal to the number of Stress they have marked. Additionally, they can move up to Far range instead of Close range before taking an action.

Call of the Guahala - Action: **Spend 2 Fear** to spotlight all Guahalan Shifters within Close range. Each one makes a standard attack against a target within range. If any attacks succeed against the same target, combine their damage.

Feral Form (Phase Change) - Reaction: When the Fang Lord marks their last HP, replace them with the Guahalan Alebrujo and immediately spotlight them.

GUAHALAN SHIFTER

Tier 2 Standard

A shapeshifting masked warrior who has animalistic features.

Motives & Tactics: Escape, profit, throw smoke

Difficulty: 15 | **Thresholds:** 9/18 | **HP:** 4 | **Stress:** 3
ATK: +1 | **Warclub:** Melee | 2d8+4 phy

Experience: Hunter +2, Trapper +2

FEATURES

Unleash the Beast - Action: **Spend a Fear** to have the Shifter adopt a more bestial form. While in this form, they gain a bonus to attack and damage rolls equal to the number of Stress they have marked. Additionally, they can move up to Far range instead of Close range before taking an action.

Pack Attack - Action: **Mark a Stress** to make a standard attack. On a success, the attack gains a bonus to damage equal to the number of other Shifters within Very Close range of the target.

GUAHALAN SPIRIT BEAST

Tier 2 Minion

A brightly colored spirit in the shape of an animal.

Motives & Tactics: Protect, sacrifice, surround

Difficulty: 13 | **Thresholds:** None | **HP:** 1 | **Stress:** 2
ATK: +1 | **Bite & Claw:** Melee | 5 mag

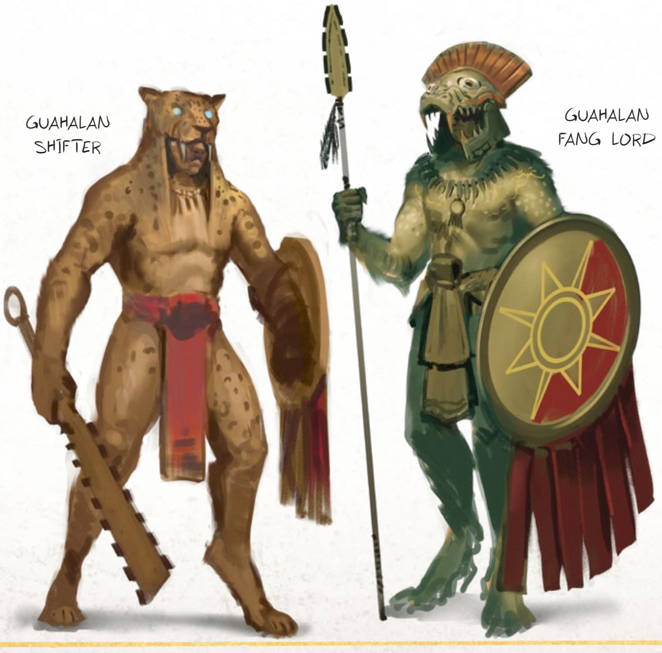
FEATURES

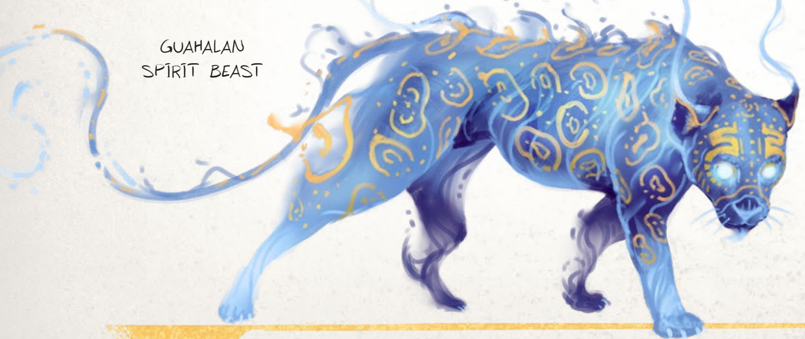
Minion (5) - Passive: The Spirit Beast is defeated when it takes any damage. For every 5 damage a PC deals to the Spirit Beast, the PC defeats an additional Minion within range the attack would succeed against.

Ethereal Form - Passive: The Spirit Beast has resistance to physical damage.

Group Attack - Action: **Spend a Fear** to choose a target and spotlight all Guahalan Spirit Beasts within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 5 magic damage each. Combine this damage.

Beast Bomb - Reaction: When the Spirit Beast is defeated, it explodes in white flame and deals 5 magic damage to creatures within Melee range.





GUAHALAN SPIRIT SINGER

Tier 2 Support

A shapeshifting summoner who has animalistic features.

Motives & Tactics: Abjure, bolster, summon

Difficulty: 14 | **Thresholds:** 9/18 | **HP:** 4 | **Stress:** 6
ATK: +2 | **Spirit Flame:** Close | 2d6+4 mag

Experience: Ritual +3, Ancient History +2

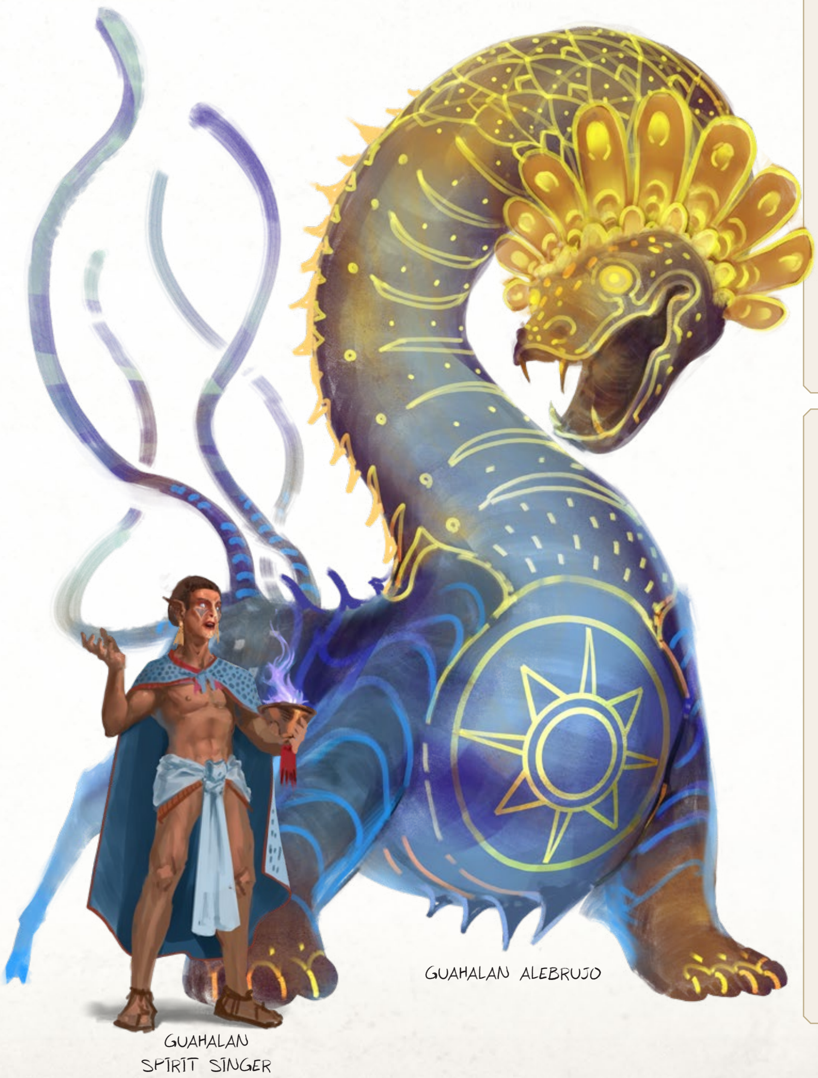
FEATURES

Unleash the Beast - Action: **Spend a Fear** to have the Spirit Singer adopt a more bestial form. While in this form, they gain a bonus to attack and damage rolls equal to the number of Stress they have marked. Additionally, they can move up to Far range instead of Close range before taking an action.

Beast-Caller - Action: **Spend a Fear** to have the Spirit Singer summon **2d4** Guahalan Spirit Beasts within Very Close range and immediately spotlight one.

Rage of Spirits - Action: **Mark a Stress** to spotlight any number of Guahalan Spirit Beasts within Very Close range and have each one move into Melee range with the nearest PC and make a standard attack. If any attacks succeed against the same target, combine their damage.

Spiritual Sacrifice - Reaction: When the Spirit Singer would take damage while within Very Close range of a Guahalan Spirit Beast, you can **spend a Fear** to sacrifice the Spirit Beast and negate the damage.



HILL TITAN

Tier 2 Solo

A goliath clad in animal skins and surrounded by a swarm of insects.

Motives & Tactics: Eat, make a mess, patrol stomping grounds

Difficulty: 14 | **Thresholds:** 13/26 | **HP:** 10 | **Stress:** 5
ATK: +3 | **Tree Stump:** Very Close | 2d10+4 phy

Experience: Survival +3, Vengeful +3

FEATURES

Relentless (3) - Passive: The Titan can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Momentum - Passive: When the Titan makes a successful attack against a PC, you gain a Fear.

Gullible - Passive: PCs have advantage on action rolls to trick or emotionally manipulate the Titan.

Bug Swarm - Passive: PCs are *Vulnerable* while within Very Close range.

Mighty Swing - Action: **Spend a Fear** to make a standard attack against all targets within Very Close range.

HIVE WALKER

Tier 2 Standard

A corpse filled with and puppeted by a colony of carrion-eating bees.

Motives & Tactics: Encase prey in honey, protect the hive

Difficulty: 12 | **Thresholds:** 11/24 | **HP:** 3 | **Stress:** 3
ATK: +1 | **Rotting Fist:** Melee | 2d6+3 phy

Experience: Meat Eater +2

FEATURES

Blood Honey - Action: The Walker disgorges thick crimson honey at all targets between it and a point within Close range. Each target in that line must succeed on an Agility Reaction Roll or take **2d8** magic damage and become temporarily *Restrained* as the honey hardens on them.

Bee-Ruption - Reaction: When the Walker marks HP, vengeful bees erupt from its body to protect it. Each target within Very Close range must succeed on an Instinct Reaction Roll or take **1d8** direct physical damage for each HP the Hive Walker has marked. *Restrained* targets automatically fail the reaction roll.

JACK-O'-LANTERN

Tier 2 Minion

A floating pumpkin or other gourd that has a face carved into it. The soul trapped within it emits an eerie glow.

Motives & Tactics: Bite, float, laugh, tell spooky stories

Difficulty: 14 | **Thresholds:** None | **HP:** 1 | **Stress:** 1
ATK: +2 | **Chomp:** Melee | 6 phy

FEATURES

Minion (4) - Passive: The Jack-o'-Lantern is defeated when it takes any damage. For every 4 damage a PC deals to the Jack-o'-Lantern, the PC defeats an additional Minion within range the attack would succeed against.

Group Attack - Action: **Spend a Fear** to choose a target and spotlight all Jack-o'-Lanterns within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 6 physical damage each. Combine this damage.

Spine-Chilling Cackle - Reaction: When a PC within Very Close range rolls with Fear, you can **mark a Stress** to gain an additional Fear.

LANDSHARK

Tier 2 Bruiser

A quadrupedal shark that swims through the ground.

Motives & Tactics: Burrow, burst out of the ground, circle prey

Difficulty: 14 | **Thresholds:** 14/25 | **HP:** 7 | **Stress:** 3
ATK: +2 | **Toothy Maw:** Very Close | 2d10+2 phy

Experience: Subterranean +3, Bloodthirsty +2

FEATURES

Burrowing - Passive: The Landshark can move through the ground as easily as over it. When the Landshark moves, it can choose to burrow or surface. While underground, the Landshark has resistance to all damage but can't attack.

Thick-Skinned - Passive: When the Landshark would be forced to mark any number of HP, you can mark an equal number of Stress instead.

Rending Chomp - Reaction: When the Landshark makes a successful attack against a PC within Melee range, you can **spend a Fear** to force the target to mark an Armor Slot without receiving its benefits (they can still use armor to reduce the damage).

LANDSHARK BEHEMOTH

Tier 2 Solo

A landshark that's lived long enough to become a large burrowing monstrosity with steely hide and razor-sharp teeth.

Motives & Tactics: Bite, burrow, burst out of the ground

Difficulty: 15 | **Thresholds:** 15/28 | **HP:** 10 | **Stress:** 4
ATK: +2 | **Toothy Maw:** Very Close | 2d12+6 phy

Experience: Subterranean +4, Bloodthirsty +3

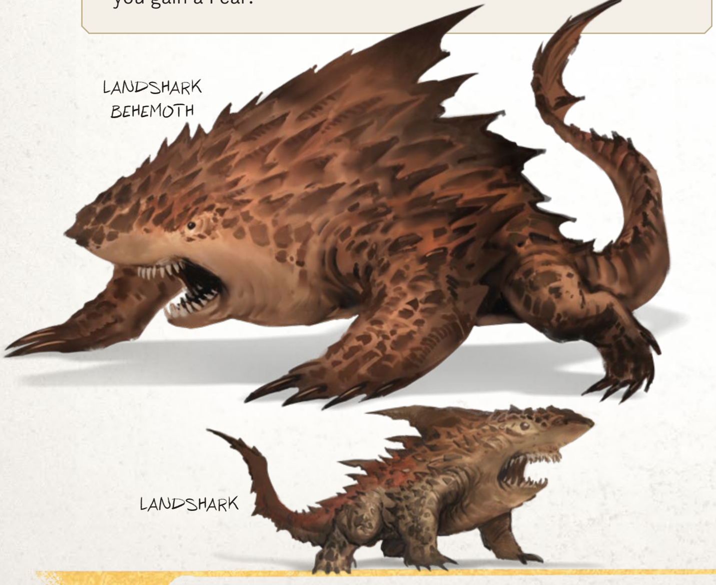
FEATURES

Relentless (3) - Passive: The Behemoth can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight it.

Deep Diver - Passive: The Behemoth can move through the ground as easily as over it. When the Behemoth moves, it can choose to burrow or surface. While underground, the Behemoth is immune to damage but can't attack.

Steel-Skinned - Passive: All damage dealt to the Behemoth is reduced by one threshold.

Forceful Eruption - Action: The Behemoth erupts from the ground, forcing each PC within Very Close range to succeed on an Agility Reaction Roll or be knocked over, becoming *Vulnerable* until they make an action roll. For each PC made *Vulnerable* in this way, you gain a Fear.



RAVENOUS MOCKERY

Tier 2 Standard

A shapeshifting predator that assumes the appearance of inanimate objects to lure unwary prey into its threat range.

Motives & Tactics: Ambush, lie in wait, swallow without chewing, take on an unassuming shape

Difficulty: 14 | **Thresholds:** 8/19 | **HP:** 4 | **Stress:** 4
ATK: +1 | **Gnashing Teeth:** Melee | 2d6+4 phy

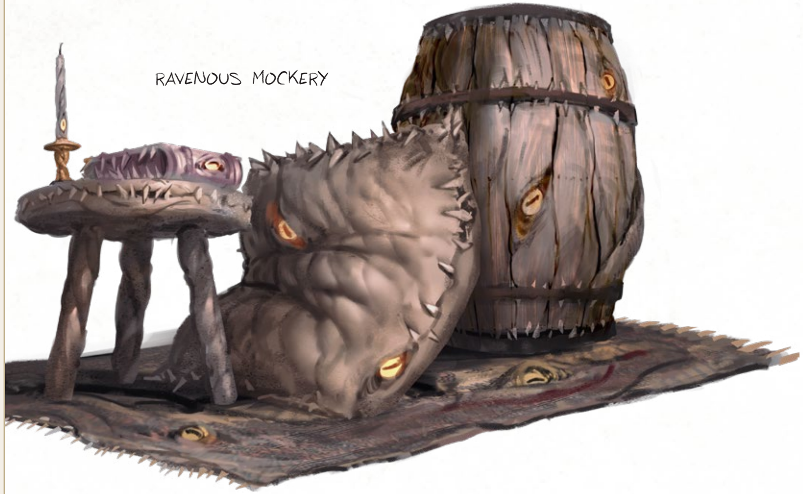
Experience: Mimicry +5, Hungry +3

FEATURES

Tongue Attack - Action: **Mark a Stress** to attack a creature within Close range. On a success, the target is pulled into Melee range with the Mockery and *Restrained* until they escape with a successful Strength Roll, and you can **spend a Fear** to activate the Mockery's Devour feature against the target.

Devour - Action: Attack a target within Melee range. On a success, the Mockery *Swallows* the target. While *Swallowed*, the target is *Restrained* and marks a HP when the Mockery is spotlighted. The Mockery disgorges all *Swallowed* creatures when it takes Major or Severe damage.

Never Just One - Action: **Spend a Fear** to reveal that another object on the battlefield has been a Ravenous Mockery the whole time, then immediately spotlight it.



RUST EATER

Tier 2 Standard

A pony-sized cockroach coated in a corrosive chitin that turns metal into rust.

Motives & Tactics: Avoid detection, eat rust, sniff out metal

Difficulty: 12 | **Thresholds:** 10/18 | **HP:** 5 | **Stress:** 2
ATK: +1 | **Bite:** Melee | 2d6+4 phy

Experience: Snuffle +3

FEATURES

Stifling Pheromones - Passive: A PC who makes an action roll within Very Close range of the Rust Eater must succeed on an Instinct Reaction Roll or mark a Stress.

Rust Touch - Passive: The Rust Eater's carapace is coated in a corrosive acid that pits and rusts metal. When a PC within Melee range of the Rust Easter succeeds on an attack against it with a metal weapon, reduce the weapon's damage die by one step (for example, d8 to d6 or d6 to d4). If a weapon's damage die is reduced below a d4, the weapon crumbles into rust. The Rust Eater then devours the rust pile and clears a HP.

SCARECROW

Tier 2 Standard

A bundle of straw bound into a humanoid shape, clothed in rags, and animated by a trapped soul.

Motives & Tactics: Pull yourself together, scratch and claw

Difficulty: 15 | **Thresholds:** 7/15 | **HP:** 4 | **Stress:** 3
ATK: +1 | **Sickle:** Melee | 2d6+1 phy

Experience: Birds +2, Fields +2

FEATURES

Made of Straw - Passive: The Scarecrow has resistance to physical damage but takes double damage from fire.

Terror Vision - Action: **Spend a Fear** to have the Scarecrow lock eyes with a PC within Very Close range, dealing **2d8** magic damage and making them *Vulnerable* until they roll with Hope.

SPRITE

Tier 2 Minion

A tiny winged warrior that attacks trespassers with poison-tipped arrows.

Motives & Tactics: Avoid detection, let the poison do its work, protect the wilderness

Difficulty: 13 | **Thresholds:** None | **HP:** 1 | **Stress:** 1
ATK: +0 | **Needle-Sharp Arrows:** Close | 5 phy

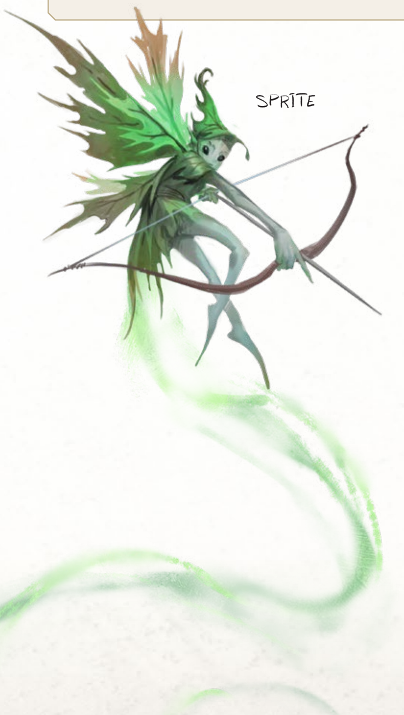
Experience: Stealth +2, Vengeance +2

FEATURES

Minion (5) - Passive: The Sprite is defeated when they take any damage. For every 5 damage a PC deals to the Sprite, the PC defeats an additional Minion within range the attack would succeed against.

Art of Invisibility - Action: **Spend a Fear** to make the Sprite *Hidden* until they attack.

Dream Petal Poison - Action: When the Sprite succeeds on a standard attack, you can **spend a Fear** to make the target *Sleepy* until the target takes damage. While *Sleepy*, the target must make a Presence Reaction Roll before they make an action roll. On a failure, they must mark 2 Stress or fall asleep until they take damage.



STONE TITAN

Tier 2 Solo

A gray-skinned goliath who lives underground and specializes in crafting powerful items inlaid with magical runes.

Motives & Tactics: Blend into the rocks, craft and contemplate, pursue prophecy and solitude

Difficulty: 17 | **Thresholds:** 17/32 | **HP:** 5 | **Stress:** 5
ATK: +3 | **Stone Hammer:** Very Close | 3d6+8 phy

Experience: Crafting +3, Runes +3

FEATURES

Relentless (3) - Passive: The Titan can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Skillful Strike - Passive: Before the Titan makes an attack, you can **mark a Stress** and roll a **d6**. On a result of 3 or higher, the target's Evasion is halved against this attack.

Sunlight Sickness - Passive: When the Titan first appears above ground, roll a **d4**. Mark a number of Stress equal to the result. The Titan gains a bonus to their attack and damage rolls equal to the number of Stress marked.

Hammer Smash - Action: When a PC marks HP from the Titan's standard attack, you can **spend a Fear** to force the target to mark an Armor Slot without gaining its benefits (they can still use armor to reduce the damage).

TRICERATOPS

Tier 2 Bruiser

A large dinosaur that has an armored frill and three horns.

Motives & Tactics: Eat ferns, move in herds for protection, patrol the watering hole

Difficulty: 15 | **Thresholds:** 14/28 | **HP:** 7 | **Stress:** 5
ATK: +2 | **Horns:** Very Close | 2d10+4 phy

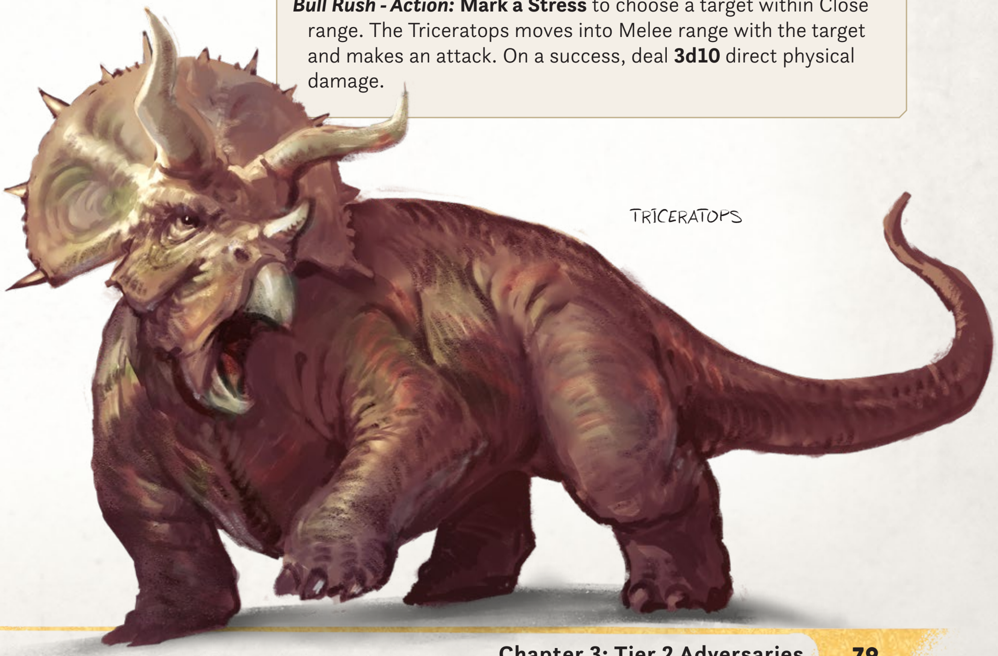
Experience: Defender +3

FEATURES

Leathery Hide - Passive: When the Triceratops would be forced to mark HP, you can **mark any number of Stress** instead of an equal number of HP.

Tail Swipe - Action: **Mark a Stress** to choose up to three targets within Very Close range. Each target must make an Agility Reaction Roll. Targets who fail take **5d6** physical damage. Targets who succeed take half damage.

Bull Rush - Action: **Mark a Stress** to choose a target within Close range. The Triceratops moves into Melee range with the target and makes an attack. On a success, deal **3d10** direct physical damage.



TYRANNOSAURUS

Tier 2 Bruiser

A huge carnivorous dinosaur that walks on two legs.

Motives & Tactics: Break through the treeline, eat, stomp around

Difficulty: 15 | **Thresholds:** 14/28 | **HP:** 7 | **Stress:** 5
ATK: +2 | **Mighty Jaws:** Very Close | 2d10+4 phy

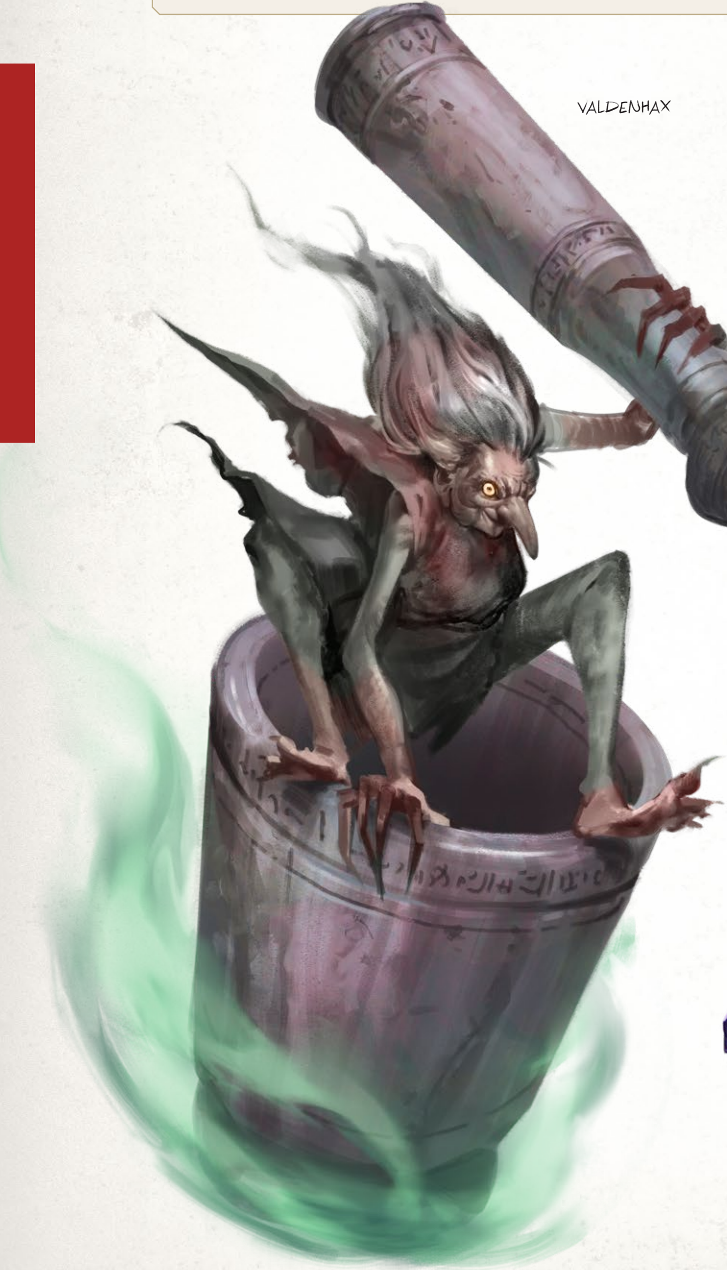
Experience: Predator +3

FEATURES

Earth-Shaking Roar - Action: **Spend a Fear** to force each PC within Close range to make a Presence Reaction Roll. On a failure, they must choose to lose a Hope or mark **1d4** Stress.

Stomp - Action: **Mark a Stress** to attack a target within Melee range. On a success, the target takes **3d12** direct physical damage.

Crushing Bite - Reaction: When the Tyrannosaurus makes a successful standard attack, you can **spend a Fear** to force the target to mark an additional HP.



VALDENHAX

URCO

Tier 2 Standard

A black-furred hound from beyond the veil of death that portends death and feeds on fear.

Motives & Tactics: Feed, frighten, hunt

Difficulty: 15 | **Thresholds:** 9/18 | **HP:** 4 | **Stress:** 3
ATK: +1 | **Black Fang:** Melee | 2d8+4 mag

Experience: Omens +3, Stealth +3

FEATURES

Fearmonger - Passive: When a PC within Very Close range fails with Hope, you gain a Fear.

Terror-Fueled - Passive: The Urco gains a bonus to attack and damage rolls equal to the number of Fear you have.

Fear Eater - Action: **Spend any number of Fear** to clear the same number of Stress. If the Urco has no marked Stress, you can **spend any number of Fear** to clear the same number of HP.

Baleful Gaze - Reaction: When the Urco takes damage from an attack, you can **spend a Fear** to cause the attacker's damage thresholds to gain a −1 penalty until the end of the scene. This effect can stack.

VALDENHAX

Tier 2 Leader

A malevolent forest hag who has long, mossy hair and flies through the air with an oversized mortar and pestle.

Motives & Tactics: Collect souls, fly, vex trespassers

Difficulty: 16 | **Thresholds:** 12/24 | **HP:** 6 | **Stress:** 4
ATK: +2 | **Giant Stone Pestle:** Melee | 2d8+2 phy

Experience: Witchcraft +3

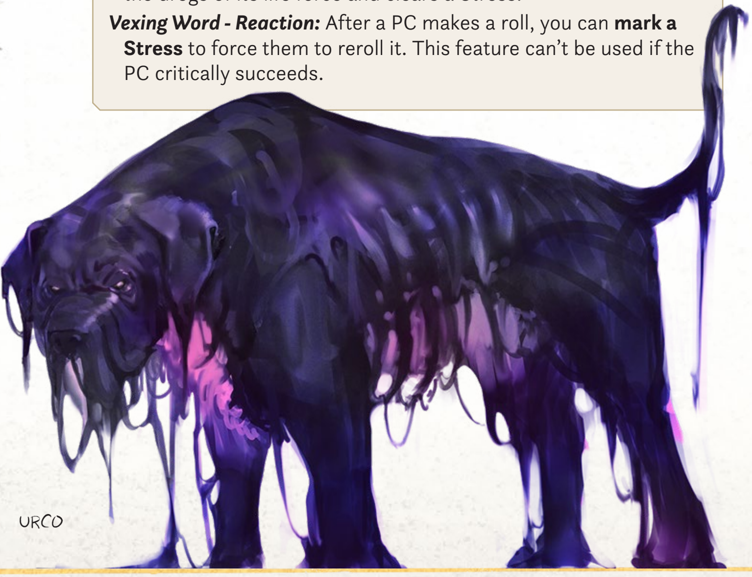
FEATURES

To Me, My Pretties - Action: Once per scene, summon **2d4** Tier 2 Hordes, which appear at Far range. You gain a Fear for each Horde summoned in this way.

Shadow Strangler - Action: **Mark a Stress** to attack a target within Far range. On a success, the shadow of the Valdenhax's hand stretches across the ground until it grasps the target's shadow and drains their essence. The target marks **1d4** Stress, and you gain an equal number of Fear.

Corpse Whisperer - Action: **Spend a Fear** to have the Valdenhax call out to the lingering spirit of a fallen ally within Close range. Roll a **d6**. On an even result, the Valdenhax resurrects the ally with half its HP cleared. On an odd result, the Valdenhax absorbs the dregs of its life force and clears a Stress.

Vexing Word - Reaction: After a PC makes a roll, you can **mark a Stress** to force them to reroll it. This feature can't be used if the PC critically succeeds.



URCO

TIER 3 ADVERSARIES (LEVELS 5–7)

ARCHMAGE

Tier 3 Solo

A seeker of secret knowledge hidden away in a tome-filled tower.

Motives & Tactics: Corrupt, destroy, overwhelm with evil power

Difficulty: 18 | **Thresholds:** 24/45 | **HP:** 5 | **Stress:** 8
ATK: +5 | **Archmage's Greatstaff:** Far | 3d10 mag

Experience: Esoterica +4

FEATURES

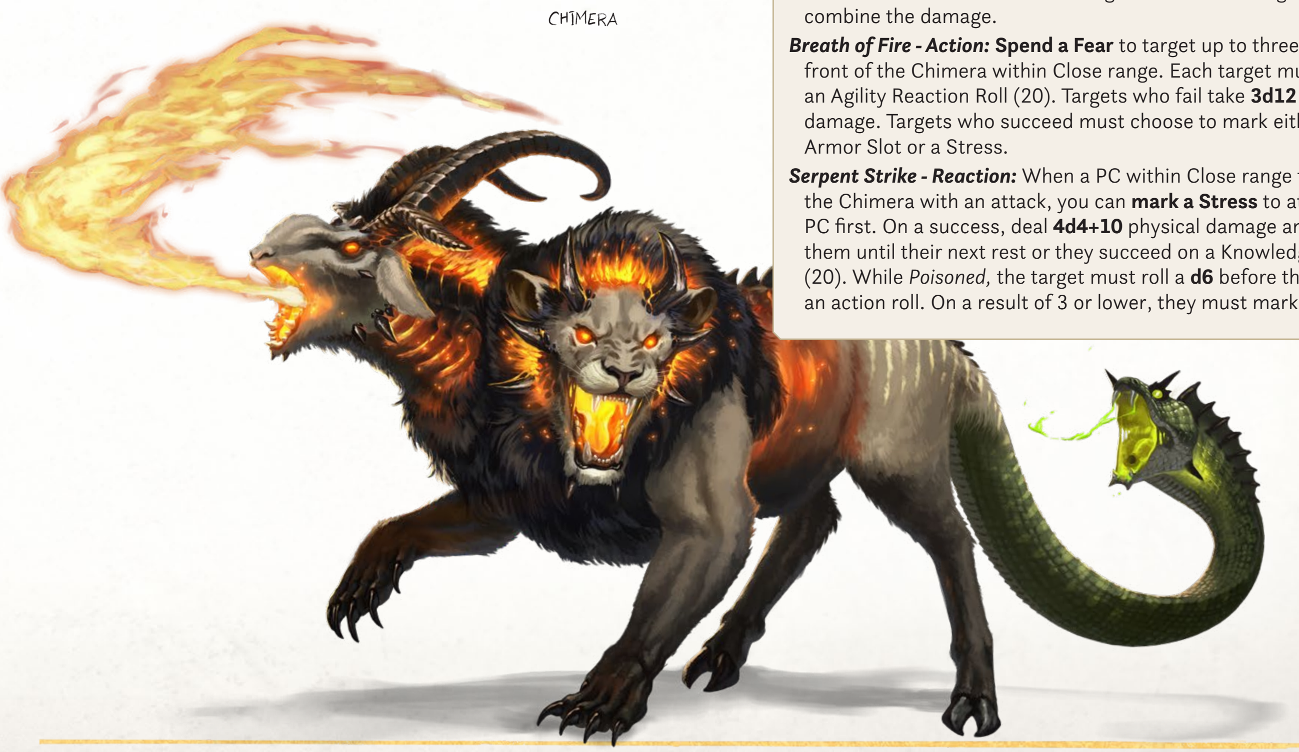
Relentless (3) - Passive: The Archmage can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Orbiting Aegis - Passive: When the Archmage appears, they conjure six discs of magical energy that orbit around them. Place a **d6** Aegis Die on this stat block with the 6 value facing up. When a PC makes a successful attack against the Archmage, roll a **d6**. If the result is equal to or less than the value of the Aegis Die, tick the Aegis Die down and ignore the damage. A PC can make a Knowledge Roll to tick down the Aegis Die by 1 on a success or by 2 on a success with Hope.

Force Salvo - Action: **Spend any number of Fear** and roll that many **d4s**. The Archmage unleashes a number of magical homing force bolts equal to the total result. For each bolt, a creature within Far range marks a HP. The same creature can be targeted by up to three force bolts.

Fireball - Action: **Mark any number of Stress** to target the same number of PCs within Far range. Each target must succeed on an Agility Reaction Roll or take **4d10** magic damage.

Counterspell - Reaction: When a PC succeeds on a Spellcast Roll, you can **spend a Fear** to have the Archmage make a reaction roll with a Difficulty equal to the Spellcast Roll's result. On a success, the PC's Spellcast Roll fails instead, and you place a token on this stat block. Using this feature again costs additional Fear equal to the number of tokens on this stat block. You can't Counterspell a critical success.



CATRIN

Tier 3 Social

A lavishly adorned skeleton that has an endless appetite for gold.

Motives & Tactics: Dominate the conversation, seek attention, steal everything

Difficulty: 17 | **Thresholds:** 20/32 | **HP:** 5 | **Stress:** 6
ATK: +3 | **Spirit Flame:** Far | 3d8+5 mag

Experience: Opulence +2, Storyteller +2

FEATURES

Attracted to Wealth - Passive: PCs carrying at least a bag of gold gain advantage on Presence Rolls made to influence the Catrin.

The Weight of Opulence - Action: **Spend a Fear** to turn the Catrin's gaze toward the PC carrying the most gold. The target must succeed on an Instinct Reaction Roll or lose a Hope for each bag of gold they're carrying. If the PC loses their last Hope or has no Hope to lose, they mark Stress instead.

Expensive Failure - Reaction: When a PC within Melee range fails an action roll, you can **mark a Stress** to have the Catrin brazenly steal a handful of gold from them.

CHIMERA

Tier 3 Bruiser

A giant fire-breathing monster that has a lion's head, a goat's body, and a serpent's tail.

Motives & Tactics: Play with food, prowl territory, slay cattle

Difficulty: 17 | **Thresholds:** 22/40 | **HP:** 9 | **Stress:** 5
ATK: +5 | **Claws:** Melee | 3d12 phy

Experience: Predator +3

FEATURES

Rending Jaws - Passive: When the Chimera makes a successful attack against a PC, the target must mark 2 Armor Slots to reduce the severity by one threshold.

Double Claw - Action: **Mark a Stress** to make two standard attacks. If both attacks succeed against the same target, combine the damage.

Breath of Fire - Action: **Spend a Fear** to target up to three PCs in front of the Chimera within Close range. Each target must make an Agility Reaction Roll (20). Targets who fail take **3d12** magic damage. Targets who succeed must choose to mark either an Armor Slot or a Stress.

Serpent Strike - Reaction: When a PC within Close range targets the Chimera with an attack, you can **mark a Stress** to attack the PC first. On a success, deal **4d4+10** physical damage and *Poison* them until their next rest or they succeed on a Knowledge Roll (20). While *Poisoned,* the target must roll a **d6** before they make an action roll. On a result of 3 or lower, they must mark a Stress.

CRIMSON LEPUS

Tier 3 Solo

A red-eyed rabbit that thinks only of murder.

Motives & Tactics: Be cute, go for the throat, hop around

Difficulty: 18 | **Thresholds:** 20/35 | **HP:** 10 | **Stress:** 6
ATK: +3 | **Leaping Bite:** Very Close | 3d20 phy

Experience: Vicious +4

FEATURES

Relentless (3) - Passive: The Lepus can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight it.

"Awww..." - Passive: When the Lepus first appears, it is *Too Cute*. To attack a *Too Cute* creature, a PC must succeed on an Instinct Reaction Roll (20). Clear the *Too Cute* condition if a PC deals damage to the Lepus or if the Lepus attacks a PC.

Terrifying - Passive: When the Lepus makes a successful attack, all PCs within Close range lose a Hope, and you gain a Fear.

Leaping Jugular Strike - Action: **Spend a Fear** to have the Lepus leap into Melee range of a target within Far range and make an attack against them. On a success, deal **3d20** direct physical damage. If the target marks HP from this attack, they become *Vulnerable* until they clear a HP.

Evasive - Reaction: When the Lepus would take damage, roll a **d6**. On a 4 or higher, halve the damage. If the damage was already halved, the Lepus takes no damage.

"Run Away!" - Reaction: When a PC with no Hope takes the spotlight within Very Far range of the Lepus, the PC must succeed on a Presence Reaction Roll or use their action to flee the battlefield until they spend a Hope to return.

CRYPTIMOTH

Tier 3 Skulk

A large red-eyed moth creature that walks upright and portends mysterious or evil events.

Motives & Tactics: Echolocate, fly silently, melt into the shadows

Difficulty: 14 | **Thresholds:** 16/30 | **HP:** 5 | **Stress:** 3
ATK: +2 | **Claws:** Melee | 3d8+5 phy

Experience: Dark Omens +3

FEATURES

Terrifying - Passive: When the Cryptimoth makes a successful attack, all PCs within Close range lose a Hope, and you gain a Fear.

Psychic Screech - Action: **Spend 2 Fear** to have the Cryptimoth unleash a burst of psychic energy that causes each PC within Far range to suffer visions of their horrifying fate. Each target must make an Instinct Reaction Roll (16). Targets who fail take **3d8** direct magic damage and become *Vulnerable* until their next rest. Targets who succeed must mark a Stress or take half damage.

Shadow Swarm - Action: **Spend a Fear** to have the Cryptimoth conjure a swarm of mothlike shadow creatures within Far range. The swarm fills a Close range area and blocks line of sight. Creatures that aren't Cryptimoths are *Vulnerable* while inside that area and must mark a Stress to move through it. A PC can dispel the swarm with a successful Spellcast Roll (12).

Paranoia Glare - Action: **Spend a Fear** to have the Cryptimoth gaze into the eyes of a PC within Close range and make them *Paranoid*. While *Paranoid*, the PC is suspicious of other PCs and can't Help an Ally or take part in Tag Team Rolls. To clear this condition, the PC must succeed on an Instinct Roll (16) or participate in the Prepare downtime move with one or more members of their party during a rest.

CURSED MERFOLK

Tier 3 Standard

A half-fish, half-human creature psychically bound to serve the Deep Dwellers.

Motives & Tactics: Separate enemies, strike from the shadows, use aquatic environment to advantage

Difficulty: 16 | **Thresholds:** 18/35 | **HP:** 5 | **Stress:** 4
ATK: +3 | **Chained Trident:** Far | 3d6 phy

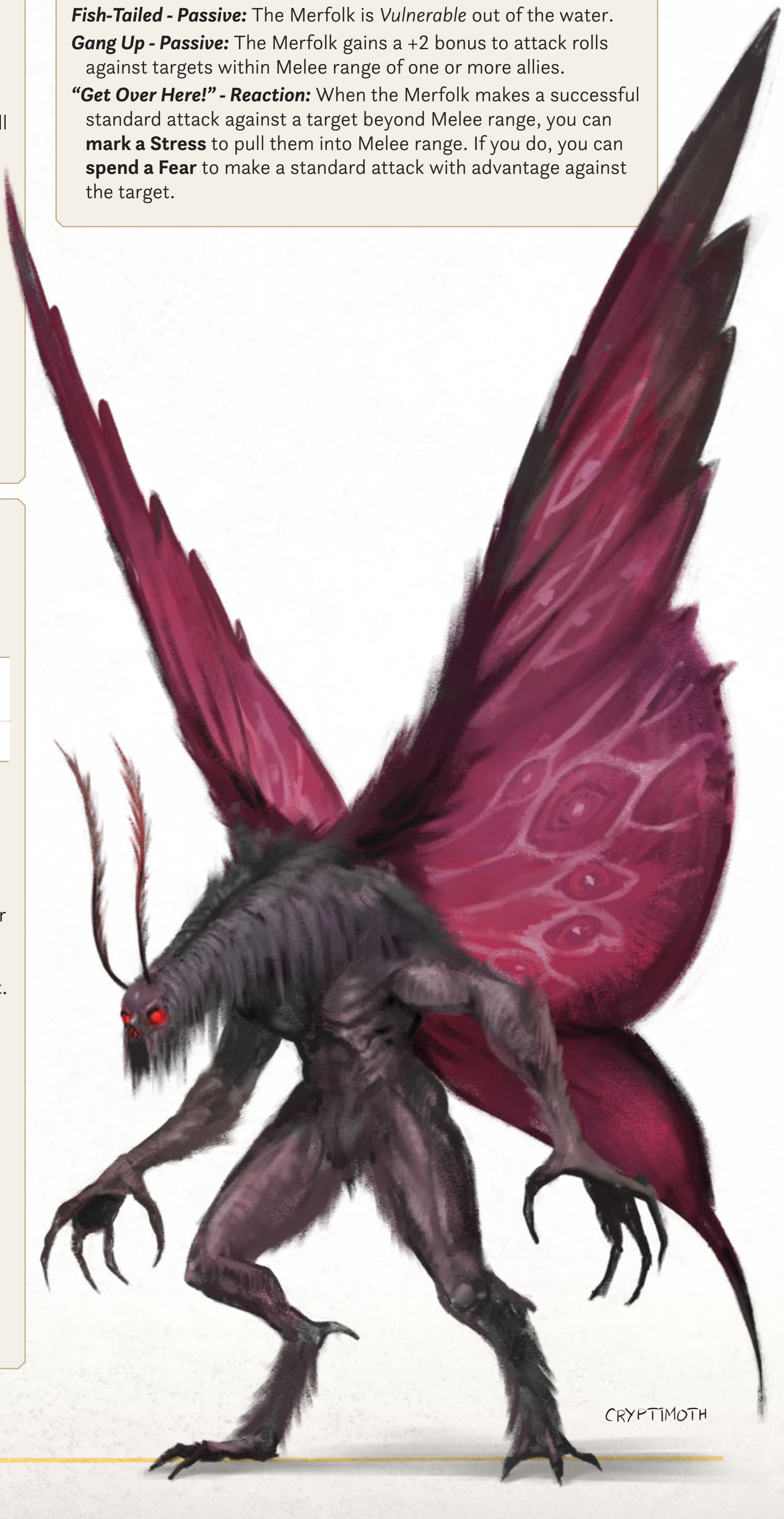
Experience: Aquatic +3

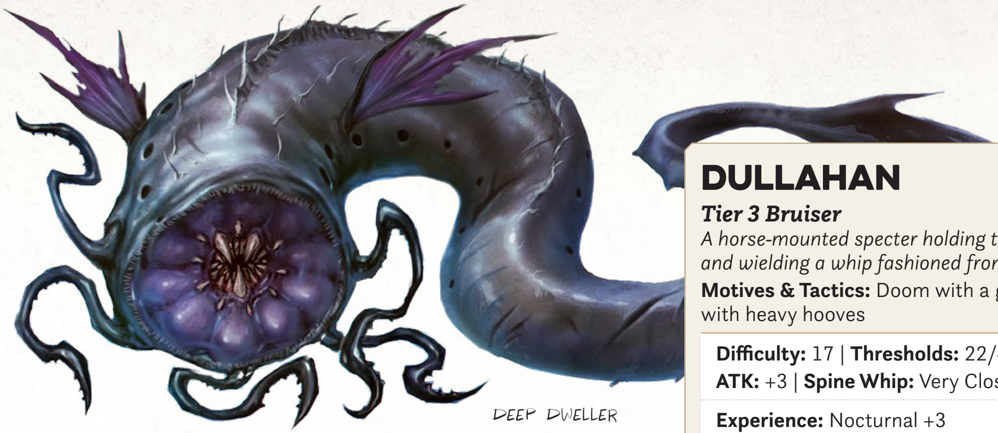
FEATURES

Fish-Tailed - Passive: The Merfolk is *Vulnerable* out of the water.

Gang Up - Passive: The Merfolk gains a +2 bonus to attack rolls against targets within Melee range of one or more allies.

"Get Over Here!" - Reaction: When the Merfolk makes a successful standard attack against a target beyond Melee range, you can **mark a Stress** to pull them into Melee range. If you do, you can **spend a Fear** to make a standard attack with advantage against the target.





DEEP DWELLER

Tier 3 Leader

A huge psychic lamprey that has pitch-black eyes and toxic tentacles.

Motives & Tactics: Abuse power, seek worship, stalk sunken ruins

Difficulty: 17 | **Thresholds:** 22/42 | **HP:** 6 | **Stress:** 6
ATK: +5 | **Teeth & Tentacles:** Close | 3d10+4 phy

Experience: Ancient Mysteries +2, Dark Water +2

FEATURES

Psychic Blast - Action: **Spend a Fear** to choose up to three targets within Close range and force them to make an Instinct or Knowledge Reaction Roll. Targets who succeed mark a Stress. Targets who fail take **3d10+4** direct magic damage and are *Vulnerable* until spotlighted.

Brain Drain - Action: **Mark a Stress** to choose a *Vulnerable* PC within Very Close range. The target marks **1d4** Stress, and the Deep Dweller clears an equal number of HP.

Call of the Deep - Action: **Spend 2 Fear** to summon **1d4** Cursed Merfolk, who appear at Far range and immediately take the spotlight.

Mucosal Contamination - Action: Make an attack roll against a PC within Very Close range. On a success, the Deep Dweller uses its tentacles to immobilize the target, sliming them with toxic sludge. The target is *Restrained* until they break free or slip out with a successful Strength or Finesse Roll. Each time the Deep Dweller is spotlighted, all PCs *Restrained* in this way take **3d8** direct physical damage. The Deep Dweller releases all creatures *Restrained* by it when it's defeated or takes Severe damage.

DRAKE

Tier 3 Skulk

A clawed quadruped that has a scaled, serpentine body and a willingness to serve its cousins, the dragons.

Motives & Tactics: Coil and crush, protect master, slither around lairs and ruins, strike first

Difficulty: 14 | **Thresholds:** 16/30 | **HP:** 5 | **Stress:** 3
ATK: +4 | **Claws & Teeth:** Melee | 3d8+5 phy

Experience: Vicious +3

FEATURES

Relentless (2) - Passive: The Drake can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight it.

Guard Dog - Reaction: When a PC would deal damage to a creature within Close range, you can **mark a Stress** to have the Drake move to intercept the attack and take the damage instead. If the attacker is within Melee range of the Drake's new position, you can immediately spotlight the Drake without spending Fear.

DULLAHAN

Tier 3 Bruiser

A horse-mounted specter holding their own severed head in one hand and wielding a whip fashioned from a human spine in the other.

Motives & Tactics: Doom with a glance, gallop across water, kick with heavy hooves

Difficulty: 17 | **Thresholds:** 22/40 | **HP:** 7 | **Stress:** 4
ATK: +3 | **Spine Whip:** Very Close | 3d10+1 mag

Experience: Nocturnal +3

FEATURES

Specter - Passive: The Dullahan has resistance to physical damage. **Mark a Stress** to move up to Close range through solid objects.

Spectral Mount - Passive: While atop their steed, the Dullahan can move up to Far range instead of Close range before taking an action. If the Dullahan is unhorsed, their mount disappears until you **mark a Stress** to summon it again. The Dullahan is *Vulnerable* while not on their horse.

Bone Whip Strike - Action: **Mark a Stress** to make an attack against a target within Melee range. On a success, the target takes **4d4+10** direct physical damage and is *Vulnerable* until they clear a HP.

Death Glare - Action: **Spend a Fear** to choose a PC within Far range. The target must make an Presence Reaction Roll (19). On a success, they mark a Stress. On a failure, they mark a HP and activate a Doom Countdown (4). It ticks down when the Dullahan is spotlighted. When it triggers, the target makes a death move. If the Dullahan is defeated or the PCs take a rest, all Doom Countdowns end.

FELLMOUNTED SHADOW KING

Tier 3 Support

The shade of a forgotten ruler, cursed to patrol the skies atop a winged eel in the service of an even greater evil.

Motives & Tactics: Find magic items, inspire fear, patrol skies

Difficulty: 15 | **Thresholds:** 24/38 | **HP:** 8 | **Stress:** 5
ATK: +4 | **Cursed Lance:** Close | 3d10+6 mag

Experience: Seeker +3

FEATURES

Fellmount - Passive: While the Shadow King is on his mount, he gains a +2 bonus to his Difficulty. When the Shadow King takes Severe damage, he's knocked from his mount. If the Shadow King is unmounted, his mount disappears until you **mark a Stress** to summon it again.

Light and Shadow - Passive: The Shadow King has advantage on attack rolls while in shadow or darkness and disadvantage on attack rolls while in bright light.

Relic Hunter - Passive: The Shadow King has advantage on attack rolls against PCs who have magic weapons or armor equipped.

Hellsong - Action: **Spend 2 Fear** to have the Shadow King's mount unleash a spine-chilling screech that echoes over the battlefield. Each PC within Far range must make a Presence Reaction Roll (18). Targets who succeed must mark a Stress. Targets who fail must mark a Stress and lose a Hope. If a PC can't lose a Hope, you gain 2 Fear.

Air Support - Reaction: Three times per scene, you can **spend a Fear** to have an ally within Far range reroll a failed attack with advantage.

FIRE TITAN

Tier 3 Solo

An armor-clad goliath who has ash-gray skin and fiery hair and wields a masterwork greatsword crafted in their own smithy.

Motives & Tactics: Act valorously, make war, think tactically

Difficulty: 18 | **Thresholds:** 19/35 | **HP:** 10 | **Stress:** 5
ATK: +3 | **Greatsword:** Close | 3d12+4 phy

Experience: Smithing +5, Tactics +3

FEATURES

Relentless (3) - Passive: The Titan can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Masterwork Armor - Passive: *Countdown (3).* When the Titan first appears, activate the countdown. It ticks down when the Titan takes Major or Severe damage. Until the countdown triggers, reduce incoming damage by **1d12**. When it triggers, the Titan gains a +1 bonus to their Difficulty and attack rolls.

Momentum - Passive: When the Titan makes a successful attack against a PC, you gain a Fear.

Hurl Rock - Action: **Mark a Stress** to choose a point within Far range, then make an attack against all targets between the Titan and that point. Targets the Titan succeeds against take **3d12** physical damage.

Skull Splitter - Action: **Mark a Stress** to place a token on this stat block. The next time the Titan is spotlighted, you must **spend the token** from this stat block and make an attack against a PC within Close range. On a success, deal **3d20+5** direct physical damage. On a failure, the target marks a Stress.

Blazing Heart - Reaction: When the Titan marks half or more of their HP, you can **spend a Fear** and **mark any number of Stress** to clear a number of HP equal to the number of Stress marked.

FROST TITAN

Tier 3 Bruiser

A blue-skinned goliath who has rimed hair and wears trophies of past battles.

Motives & Tactics: Claim trophies, raid and pillage, test mettle

Difficulty: 17 | **Thresholds:** 22/40 | **HP:** 10 | **Stress:** 4
ATK: +7 | **Dual Axes:** Very Close | 3d10+2 phy

Experience: Cold +3, War +3

FEATURES

Relentless (2) - Passive: The Titan can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

War Horn - Action: **Mark a Stress** to force each PC within Far range to succeed on a Presence Reaction Roll or mark a Stress and become *Vulnerable* until after the next attack against them.

Bull Rush - Action: **Mark a Stress** to move up to Close range and make an attack roll against a target within Melee range. On a success, deal **4d10+2** physical damage and knock the target back to Close range.

Cleaving Strike - Reaction: When a PC marks HP from the Titan's standard attack, you can **mark a Stress** to force another PC within Very Close range who the attack would have succeeded against to mark the same number of HP.

Trophy Hunter - Reaction: When the Titan defeats a PC, the Titan takes the PC's most valuable possession as a trophy.

GARGANTUAN SEA TURTLE

Tier 3 Solo

A monstrous sea turtle that has an adamantine shell and beak.

Motives & Tactics: Acquire riches, capsize trading vessels, lie in wait, use the waves as cover

Difficulty: 18 | **Thresholds:** 21/41 | **HP:** 10 | **Stress:** 6
ATK: +7 | **Crushing Jaws:** Very Close | 3d12+7 phy

Experience: Open Sea +5

FEATURES

Relentless (3) - Passive: The Turtle can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight it.

Piercing Bite - Passive: When the Turtle makes a successful standard attack against a PC, the PC must either mark an Armor Slot without receiving its benefit or take double damage.

Tail Bash - Action: **Mark a Stress** to make a standard attack against all PCs behind the Turtle within Very Close range. On a success, a target takes an extra **1d12** physical damage and is pushed away from the Turtle to Close range.

Gigaton Splash - Action: **Spend a Fear** to have the Turtle use its weight to unleash an unstoppable wall of water that targets all creatures within Far range. Each PC must make a Strength Reaction Roll to navigate the tide. Targets who fail are pushed away from the Turtle to Close range, take **4d8** physical damage, and become temporarily *Vulnerable*. Targets who succeed must mark a Stress. For each target who failed, you gain a Fear.

Steam Breath - Action: **Spend 2 Fear** to have the Turtle release a blast of superheated steam targeting all PCs in front of it within Close range. Each target must make an Agility Reaction Roll. Targets who fail take **4d8** magic damage and become temporarily *Vulnerable*. Targets who succeed must choose to either mark a Stress or take half damage.

LAMIA

Tier 3 Skulk

A snake-tailed humanoid monster who stalks the night to absorb the life energy of sleeping people.

Motives & Tactics: Attack the unaware, avoid sunlight, leech life force, put to sleep, slither through tall grass

Difficulty: 17 | **Thresholds:** 18/35 | **HP:** 6 | **Stress:** 5
ATK: +3 | **Curved Dagger:** Melee | 3d8+4 phy

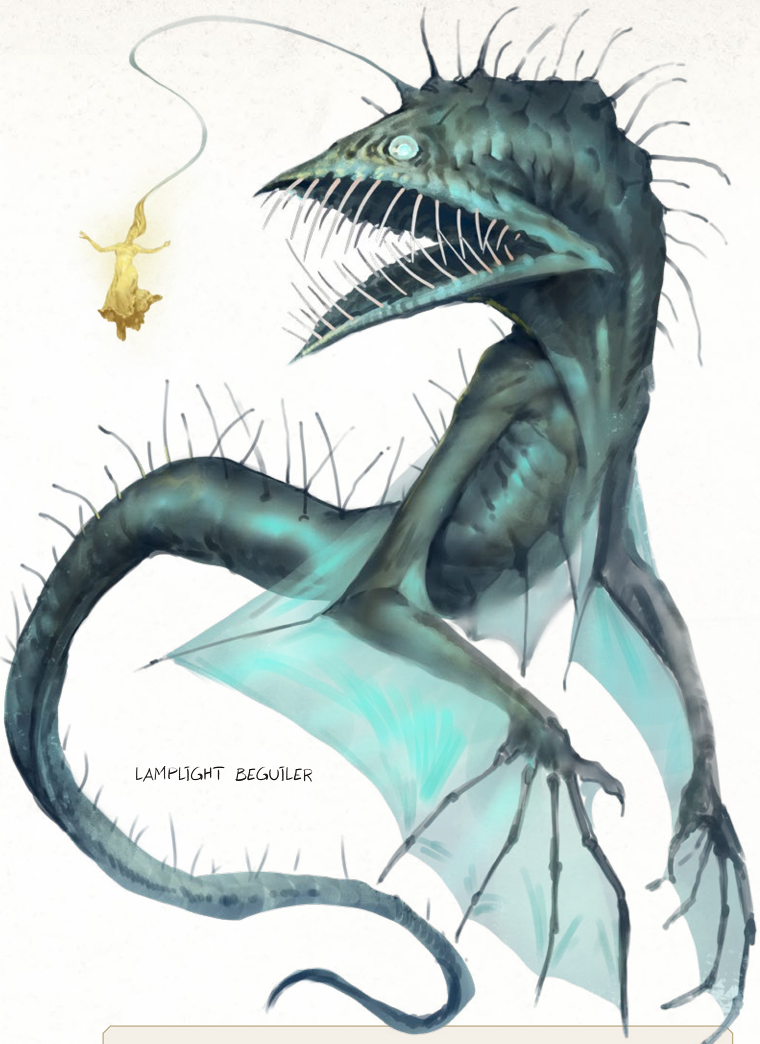
Experience: Snaky +3

FEATURES

Constriction - Action: **Mark a Stress** to have the Lamia wrap their tail around a PC within Melee range and squeeze. The target must succeed on a Finesse Reaction Roll or become *Constricted* until the Lamia moves or takes Major or greater damage. While *Constricted*, the target is *Restrained* and must mark a Stress when the Lamia takes the spotlight.

Life Leech - Action: **Mark a Stress** to force a *Vulnerable* or *Restrained* target within Melee range to mark **1d4–1** HP. The Lamia then clears an equal number of HP.

Sleep Toxin - Reaction: When the Lamia makes a successful standard attack against a PC, you can **spend a Fear** to make them *Vulnerable* until they succeed on a Instinct Roll (19).



LAMPLIGHT BEGUILER

Tier 3 Skulk

A huge aquatic creature that lures unwary prey into eating range with its dangling, shapeshifting head stalk.

Motives & Tactics: Entice with secret knowledge, snap the trap shut, speak through a shapeshifted head stalk

Difficulty: 16 | **Thresholds:** 16/32 | **HP:** 6 | **Stress:** 5
ATK: +3 | **Jaws:** Melee | 3d8+2 phy

Experience: Charm +3, Secrets +3

FEATURES

Doppel-Dangler - Action: The membranous cluster at the end of the Beguiler's head stalk can shapeshift into any humanoid form. **Mark a Stress** to choose a PC within Close range. Their player must tell you who their PC would find most trustworthy. The Beguiler's head stalk transforms into that person and gains the ability to speak in their voice.

Entice - Action: **Spend a Fear** to have the Beguiler make an alluring overture to a PC within Close range. The PC must succeed on a Presence Reaction Roll (18) or move into Melee range with the Beguiler. If the Beguiler's head stalk is transformed into a person the PC would find trustworthy, they have disadvantage on the reaction roll.

Gulp - Reaction: When a PC moves within Melee range, you can **spend a Fear** to make an attack roll against them. On a successful attack, the target takes **3d6** physical damage and is *Swallowed*. While *Swallowed*, the target is *Restrained* and takes **3d6** physical damage when the Beguiler takes the spotlight. The Beguiler disgorges all *Swallowed* creatures when it takes Major or Severe damage.

MANTICORE

Tier 3 Solo

A legendary beast that has a human's face, lion's body, scorpion's tail, and dragon's wings.

Motives & Tactics: Bite, claw, pounce, riddle, swipe, swoop, trick

Difficulty: 17 | **Thresholds:** 20/35 | **HP:** 12 | **Stress:** 6
ATK: +6 | **Teeth & Claws:** Very Close | 3d12+6 phy

Experience: Overgrowth +3, Riddles +3

FEATURES

Relentless (3) - Passive: The Manticore can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Riddle Me This - Passive: The Manticore is obsessed with puzzles and can be distracted by brain teasers, word games, or other semi-intellectual diversions.

Winged - Passive: While airborne, the Manticore gains a +2 bonus to their Difficulty and attack rolls.

Pouncing Attack - Action: **Spend a Fear** to have the Manticore pounce into Melee range of a target within Far range and make an attack against them. On a success, deal **3d20+6** physical damage, and the target becomes *Shaky* until they spend a Hope. While *Shaky*, the target makes attack rolls with disadvantage.

Paralyzing Tail Spike - Action: **Mark a Stress** to make an attack roll against a target within Close range. On a success, the target takes **3d8** physical damage and becomes *Restrained* until they overcome the toxin with a successful Strength Roll.

Locking Jaws - Reaction: When the Manticore succeeds on a standard attack against a target within Melee range, you can **mark a Stress** to lock their jaws onto the target, making the target *Restrained* and *Vulnerable* until they escape with a successful Strength Roll (19).

NIGHT CHILDREN

Tier 3 Horde (2/HP)

A teeming assortment of nocturnal fiends under the thrall of an ancient evil.

Motives & Tactics: Carry victims back to master, overrun settlements, slither through shadow

Difficulty: 16 | **Thresholds:** 17/32 | **HP:** 7 | **Stress:** 4
ATK: +1 | **Fangs & Claws:** Melee | 3d6+8 phy

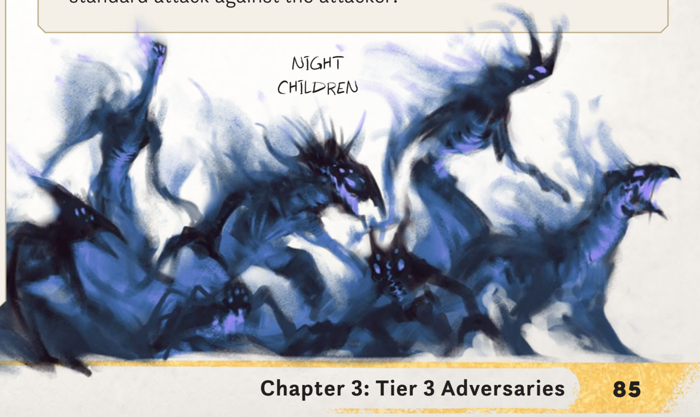
Experience: Terrorize +3

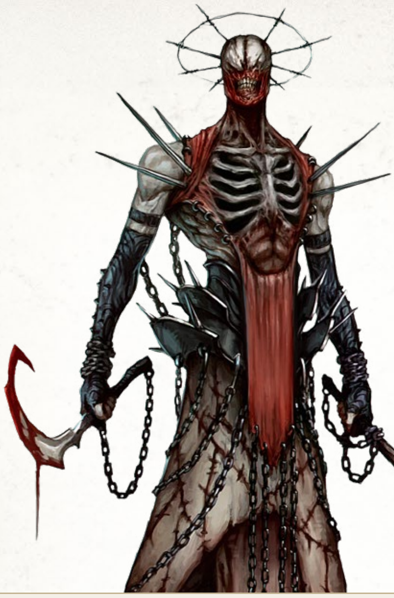
FEATURES

Horde (2d6+2) - Passive: When the Night Children have marked half or more of their HP, their standard attack deals **2d6+2** physical damage instead.

Swell Ranks - Action: Once per scene, **mark any number of Stress** to have the Night Children open a portal that spews forth reinforcements, refilling the Horde's ranks. Clear a number of HP equal to the number of Stress marked.

Overwhelm - Reaction: When the Night Children mark HP from an attack within Melee range, you can **mark a Stress** to make a standard attack against the attacker.





PAIN PRIEST

Tier 3 Social

A member of an other-dimensional religious order devoted to exploring the boundaries of mortal suffering and ecstasy.

Motives & Tactics: Feed on emotions, locate the innocent or curious, tempt them with their deepest desires

Difficulty: 16 | **Thresholds:** 16/32 | **HP:** 6 | **Stress:** 5
ATK: +0 | **Torture Implements:** Melee | 3d6+4 phy

Experience: Experimentation +4

FEATURES

Walk Between Worlds - Action: **Mark a Stress** to place the Priest anywhere within Very Far range and immediately spotlight them again.

Pleasure and Pain - Reaction: When a PC within Close range of the Priest gains a Hope or marks HP, roll a **d8**. On a result of 8, the Priest opens a portal to their original dimension and flees there with the closest party member. You gain **1d6** Fear. The portal remains open until the Priest is defeated or spotlighted again.

PHOENIX

Tier 3 Ranged

A huge eagle that's made of magical flame, impossible to kill, and hunted for its healing plumage.

Motives & Tactics: Flee pursuers, live brilliantly, soar through the heavens, wield light and flame

Difficulty: 18 | **Thresholds:** 19/30 | **HP:** 6 | **Stress:** 6
ATK: +4 | **Fire Bolt:** Very Far | 3d10+3 mag

Experience: Bright +4, Legendary +3

FEATURES

Purifying Aura - Passive: Any PC who takes an action within the Phoenix's Melee range can spend a Hope to purify themself in its healing warmth, clearing a HP or a Stress and all conditions.

Fireseed - Reaction: The Phoenix bleeds magic fire. When the Phoenix marks a HP, summon one Minor Fire Elemental within Very Close range.

Resurrection - Evolution: When the Phoenix is defeated, it becomes a cloud of ash that blows away to reveal a Smoldering Egg. The Egg is immune to all damage and has a heat aura that deals **3d4** direct magic damage to anyone who touches it. The Egg hatches into a new Phoenix, with all HP and Stress cleared, in 7 days.

PLESIOSAURUS

Tier 3 Standard

A canoe-length marine lizard that has a long neck and four flippers.

Motives & Tactics: Dive deeper, eat fish, swim peacefully

Difficulty: 16 | **Thresholds:** 18/35 | **HP:** 7 | **Stress:** 5
ATK: +2 | **Bite:** Very Close | 3d8+5 phy

Experience: Lochs +3

FEATURES

Only a Rumor - Passive: While deep underwater, the Plesiosaurus can't be located or targeted.

Wall of Water - Action: **Mark a Stress** to have the Plesiosaurus breach and crash, sending a wall of water from one side of its body. Each PC within Far range on that side of the Plesiosaurus must succeed on an Agility Reaction Roll (18) or take **3d10** physical damage and be pushed back to Far range.

ROC

Tier 3 Solo

A giant falcon that nests in the mountains and unleashes storms.

Motives & Tactics: Breathe lightning and speak thunder, protect eggs, rake with talons, spy from afar

Difficulty: 18 | **Thresholds:** 20/35 | **HP:** 12 | **Stress:** 6
ATK: +3 | **Beak & Talons:** Very Close | 3d12+8 phy

Experience: Craggy Peaks +3

FEATURES

Relentless (3) - Passive: The Roc can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight it.

Bird of Prey - Passive: Once per GM turn, the Roc can move up to Very Far range before or after it takes an action.

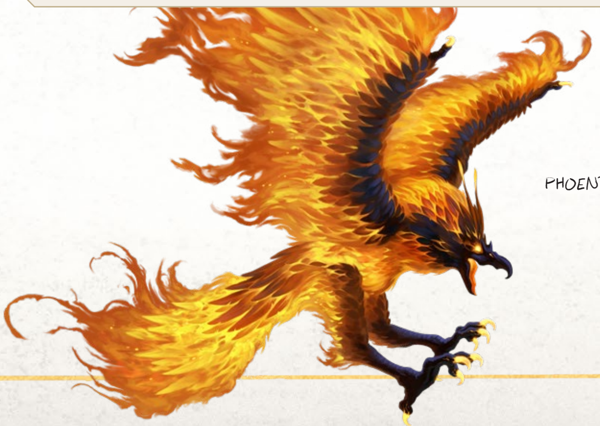
Here Comes the Boom - Action: **Spend a Fear** to have the Roc unleash a storm of lightning and thunder. Make an attack roll against **1d4+1** targets within Far range. Targets the Roc succeeds against take **3d12** magic damage. Then each target within Far range of the Roc must make an Agility Reaction Roll (20). Targets who fail take **3d8** physical damage and are pushed back to Close range. Targets who succeed must mark a Stress.

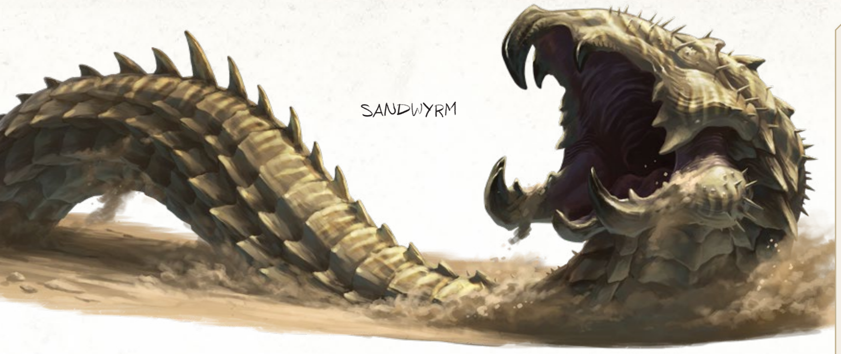
Crushing Grasp - Reaction: When the Roc makes a successful standard attack, you can **mark a Stress** to have the Roc crush the target with its talons, forcing them to mark **1d4** Stress and *Restraining* them until they succeed on a Strength Roll (20).

Nest Warden - Evolution: When the Roc's eggs are threatened, it gains the following features:

Wrathful - Passive: The Roc gains a +2 bonus to its Difficulty and a bonus to damage rolls equal to the number of Stress it has marked.

Electrifying Aura - Passive: The Roc has resistance to magic damage. PCs who fail a roll within Very Close range must spend a Hope or mark **1d4** Stress.





SANDWYRM

Tier 3 Bruiser

A gargantuan burrowing worm that has armor plating and gnashing jaws. This intelligent and opportunistic hunter can swim through sand as quickly as a cheetah runs on land.

Motives & Tactics: Ambush from below, eat and leave, tunnel and erupt, use both ends

Difficulty: 17 | **Thresholds:** 21/40 | **HP:** 6 | **Stress:** 3
ATK: +1 | **Bite:** Very Close | 3d8+4 phy

Experience: Tremor Sense +4

FEATURES

Venomous Tail Stinger - Action: **Mark a Stress** to attack a target within Close range. On a success, the target takes **3d10+2** physical damage and must succeed on a Strength Reaction Roll or become *Restrained* and *Vulnerable* until they roll with Hope.

Devour - Action: Make an attack against a target within Melee range. On a success, the Sandwyrm *Swallows* the target. While *Swallowed*, the target is *Restrained* and marks a HP when the Sandwyrm is spotlighted. The Sandwyrm disgorges all *Swallowed* creatures when it takes Major or greater damage.

Hungry, Not Stupid - Reaction: When the Sandwyrm marks half its HP or *Swallows* a creature, roll a **d6**. On a result of 3 or lower, the Sandwyrm retreats to safety.

SHAPESHIFTING FIEND

Tier 3 Social

An evil entity who impersonates a trusted figure.

Motives & Tactics: Impersonate, sow discord, tempt betrayal

Difficulty: 17 | **Thresholds:** 20/32 | **HP:** 4 | **Stress:** 8
ATK: +3 | **Hidden Blade:** Melee | 3d8+3 phy

Experience: Manipulate +3, Mimic +2

FEATURES

Fiendish Nature - Passive: The Fiend has resistance to magic damage and can't be fooled by magic illusions.

Impersonate - Action: **Spend a Fear** to have the Fiend magically transform into a humanoid they have previously interacted with. A PC who targets the Fiend while they're in the form of a person the PC cares for must succeed on an Instinct Reaction Roll or the attack fails and the PC must mark a Stress.

Turn Invisible - Action: **Mark a Stress** to make the Fiend *Hidden* until they make an action roll or take damage.

Backhanded Guidance - Reaction: When a PC makes an action roll while the Fiend is in the scene, you can **mark a Stress** to add **1d6** to the result of their Fear Die.

Exposed! (Phase Change) - Reaction: When the Fiend is defeated or the PCs discover its true identity, replace the Fiend with Shapeshifting Fiend Revealed and immediately spotlight them.

SHAPESHIFTING FIEND REVEALED

Tier 3 Solo

A towering humanoid who has an insectile head and multiple sets of glowing red eyes.

Motives & Tactics: Claim souls, confuse and misdirect, escape to the Circles Below, teleport

Difficulty: 17 | **Thresholds:** 20/32 | **HP:** 10 | **Stress:** 8
ATK: +3 | **Mantis Claws:** Very Close | 3d12+5 phy

Experience: Hellbound +3, Immortal +2

FEATURES

Relentless (3) - Passive: The Fiend can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Fiendish Resistance - Passive: The Fiend has resistance to magic damage and can't be fooled by magic illusions.

Demonic Rage - Action: **Spend a Fear** to make a standard attack with a bonus to the attack roll equal the amount of Stress the Fiend has marked. On a success, the attack deals direct damage.

Hall of Mirrors - Action: **Mark 2 Stress** to have the Fiend summon four illusory duplicates and activate a Duplicate Countdown (4). When the Fiend is targeted by an attack, they gain a bonus to their Difficulty equal to the countdown die's current value. The countdown ticks down when a PC fails an attack against the Fiend. When it triggers, the duplicates vanish.

Flash Claw - Action: **Spend a Fear** to have the Fiend unleash an arc of magical energy. Make an attack roll against all targets within Close range. Targets the attack succeeds against take **3d20** magic damage.

Mind Games - Reaction: When an attack targeting the Fiend from beyond Very Close range succeeds with Fear, you can **mark a Stress** to have the Fiend instantly switch places with a PC within Very Close range. The PC takes the damage instead.

STORM TITAN

Tier 3 Solo

An ancient, wise, and temperamental goliath who has hair made of mist and electricity crackling across their skin.

Motives & Tactics: Erupt violently, wait, watch

Difficulty: 20 | **Thresholds:** 35/70 | **HP:** 11 | **Stress:** 8
ATK: +7 | **Lightning Bolt:** Far | 3d20+10 mag

Experience: Power of the Storm +3

FEATURES

Relentless (3) - Passive: The Titan can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Momentum - Passive: When the Titan makes a successful attack against a PC, you gain a Fear.

Ball Lightning - Action: **Spend a Fear** to have the Titan conjure **1d4** spheres of electrical energy within Close range. When the Titan is spotlighted, they can move each sphere up to Close range. When a sphere moves within Very Close range of a PC, the PC takes **4d6** magic damage, and the sphere disappears. Each sphere has the same Difficulty as the Titan and disappears if a creature deals magic damage to it.

Storm Bringer - Action: **Mark a Stress** to have the Titan conjure a raging storm. Each PC within Close range of the Titan must make a Strength Reaction Roll. Targets who fail take **3d12** magic damage and are *Vulnerable* until they are spotlighted. Targets who succeed take half damage.

Thunderclap - Action: **Spend a Fear** to target up to three PCs in front of the Titan within Close range. Each target marks a Stress and becomes *Vulnerable* until they roll with Hope.

UNICORN

Tier 3 Standard

A celestial avatar of goodness in the form of a preternaturally beautiful horse with a long, spiraled horn emerging from its head.

Motives & Tactics: Keep evil at bay, protect the sacred, sense emotions and intent

Difficulty: 17 | **Thresholds:** 19/36 | **HP:** 7 | **Stress:** 5
ATK: +3 | **Hoof & Horn:** Melee | 3d10+3 mag

Experience: Magic +3, Nature +3

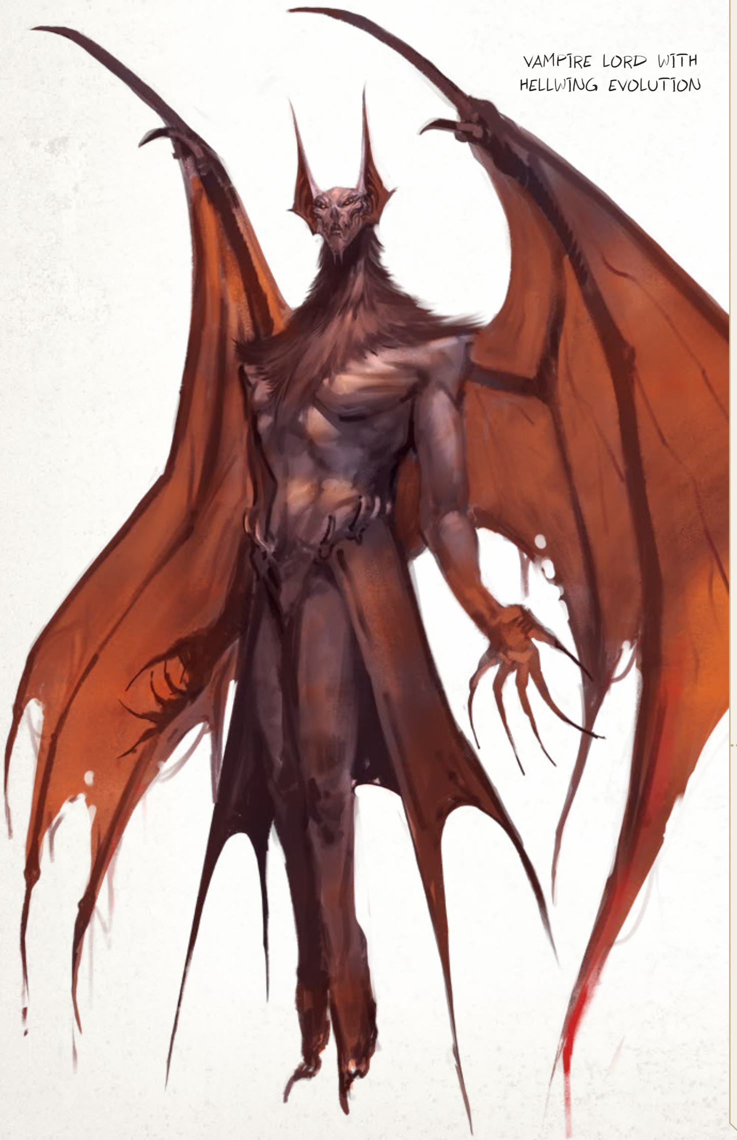
FEATURES

Celestial Lance - Passive: The Unicorn's standard attack deals double damage to a creature that has dealt damage to it.

Healing Touch - Action: The Unicorn touches its horn to an ally within Melee range and channels healing energy into them. **Mark any number of Stress** to clear an equal number of the ally's HP.

Protective Aura - Action: **Mark a Stress** to have the Unicorn conjure a sparkling magical aura. While the aura is in effect, attack rolls made against the Unicorn or an ally within Very Close range are made with disadvantage. This effect lasts until the Unicorn takes damage.

Teleport - Action: **Mark a Stress** to have the Unicorn teleport up to Very Far range. The Unicorn can bring up to three allies within Very Close range with it.



VAMPIRE LORD WITH HELLWING EVOLUTION

VAMPIRE BAT SWARM

Tier 3 Horde (5/HP)

A cloud of blood-sucking bats.

Motives & Tactics: Blot out the moon, murmur, spread disease

Difficulty: 15 | **Thresholds:** 16/30 | **HP:** 8 | **Stress:** 3
ATK: +1 | **Fangs:** Melee | 3d6+6 phy

Experience: Blood +3

FEATURES

Horde (2d6) - Passive: When the Swarm has marked half or more of its HP, its standard attack deals **2d6** physical damage instead.

Blinding Multitude - Passive: The Swarm is so thick it blocks the vision of anyone it interacts with. Creatures within Melee range have disadvantage on attacks made against adversaries other than the Swarm.

Bloodsuckers - Reaction: When the Swarm deals damage to a target, you can **mark a Stress** to have the Swarm feed. The target marks an additional HP, and the Swarm clears a HP.

VAMPIRE LORD

Tier 3 Solo

A cruel vampire lord from a long-lost age, cursed with immortality.

Motives & Tactics: Corrupt, destroy, overwhelm with evil power

Difficulty: 18 | **Thresholds:** 24/45 | **HP:** 7 | **Stress:** 7
ATK: +5 | **Claws:** Melee | 3d10+2 phy

Experience: Evil +3, Noble +3

FEATURES

Relentless (3) - Passive: The Vampire Lord can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Midnight Heart - Passive: *Long-Term Countdown (6).* The Vampire Lord keeps their heart hidden in a safe place. If it's destroyed, the Vampire Lord dies. Otherwise, when the Vampire Lord is defeated, activate the countdown. It ticks down each time the PCs finish a long rest. When it triggers, the Vampire Lord revives within Close range of the heart with all HP and Stress cleared.

Terrifying - Passive: When the Vampire Lord makes a successful attack roll, all PCs within Close range lose a Hope, and you gain a Fear.

Unleash Hellfire - Action: **Mark a Stress** to have the Vampire Lord momentarily conjure **1d4** bursts of hellfire within Far range. Each burst deals **3d6** magic damage to each target within Very Close range. If a target takes damage from multiple bursts, combine the damage.

Resurgence - Reaction: When a PC within Very Close range rolls with Hope, you can **spend a Fear** to clear a HP or a Stress.

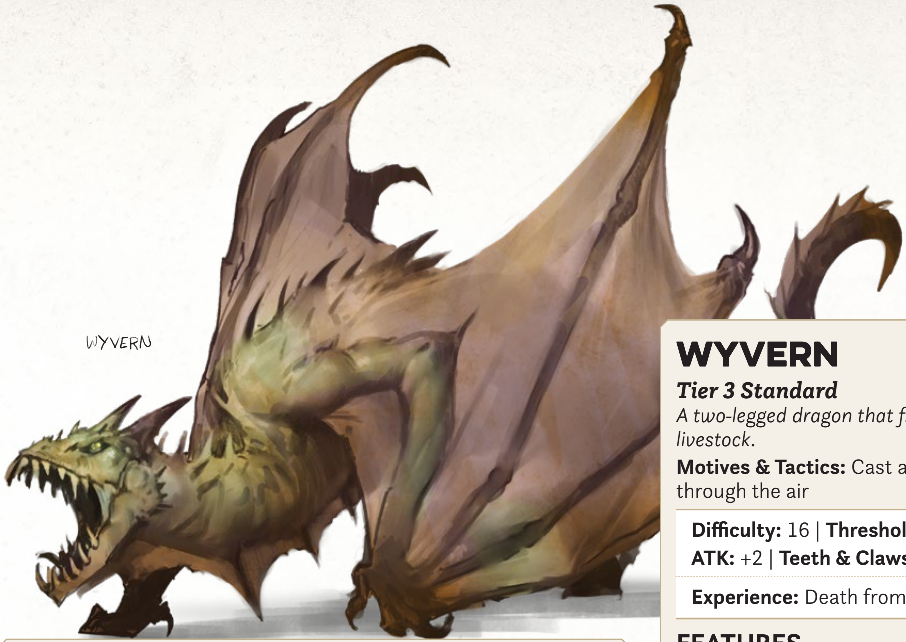
Melt into Shadow - Reaction: When a PC would deal damage to the Vampire Lord, you can **spend a Fear** to roll a **d6**. On a result of 5 or higher, negate the damage, then teleport the Vampire Lord to a point within Far range.

Hellwing - Evolution: When the Vampire Lord marks half their HP, they transform into the Hellwing: a towering, demonic bat creature. They gain the "On Crimson Wings" and "Bloodbath" features and replace their standard attack with the following standard attack:

Claws: Close | 3d12+6 phy

On Crimson Wings - Passive: While flying, the Hellwing gains a +1 bonus to their Difficulty.

Bloodbath - Reaction: When the Hellwing takes Major or greater damage, the ground within Very Close range is covered with blood, dealing **3d10** magic damage to all other creatures in the area. When the Hellwing takes the spotlight on subsequent GM turns, all other creatures in that area take **3d6** magic damage.



VISCERA SUCKER

Tier 3 Skulk

A vampiric demon whose upper body detaches at sundown to fly through nearby villages in search of victims. It has a winged upper body with hanging entrails.

Motives & Tactics: Clamp onto prey, suck blood, tear in half

Difficulty: 14 | **Thresholds:** 16/30 | **HP:** 5 | **Stress:** 3
ATK: +2 | **Long Nails:** Melee | 2d6+7 phy

Experience: Flying +3

FEATURES

Join or Die - Passive: The Viscera Sucker dies if it hasn't reconnected its upper and lower halves by dawn.

Entangling Entrails - Action: **Spend a Fear** to have the Viscera Sucker latch onto a target within Very Close range, *Restraining* them until they escape with a successful Strength Roll (16).

Lifesuck - Action: **Mark a Stress** to have the Viscera Sucker drink blood from a *Restrained* target within Melee range. The target marks a HP, and the Viscera Sucker clears a HP.

WHISPER WRAITH

Tier 3 Skulk

The echoes of broken promises and dreams unfulfilled, manifesting as a floating, translucent shroud of tattered black velvet in a vaguely humanoid shape.

Motives & Tactics: Bind limbs, drop from a great height, lift off the ground, swirl through the air, wrap around heads

Difficulty: 16 | **Thresholds:** 20/32 | **HP:** 6 | **Stress:** 6
ATK: +4 | **Shadow Touch:** Melee | 3d8+4 mag

Experience: Dreams +4

FEATURES

Greater Specter - Passive: The Wraith has resistance to physical damage and can move through solid objects.

Spooky - Passive: When the Wraith makes a successful attack, all PCs within Close range must mark a Stress, and you gain a Fear.

Nightmare Shroud - Action: **Spend a Fear** to have the Wraith wrap itself around a PC within Melee range, *Shrouding* the target until they succeed on a Strength Roll to dislodge the Wraith or the Wraith takes Major or greater damage. While *Shrouded,* the target has disadvantage on attack rolls and marks a Stress when they roll with Fear. Additionally, damage that would be dealt to the Wraith is split evenly between the Wraith and the *Shrouded* target.

WYVERN

Tier 3 Standard

A two-legged dragon that flies from its mountaintop aerie to devour livestock.

Motives & Tactics: Cast a long shadow, snatch and grab, wheel through the air

Difficulty: 16 | **Thresholds:** 18/35 | **HP:** 7 | **Stress:** 5
ATK: +2 | **Teeth & Claws:** Very Close | 3d8+5 phy

Experience: Death from Above +4

FEATURES

Double Strike - Action: **Mark a Stress** to have the Wyvern make two standard attacks. If both attacks succeed against the same target, combine the damage.

Terrifying Shriek - Action: **Spend a Fear** to have the Wyvern let out a spine-chilling screech. All PCs within Far range are *Terrified* until they succeed on a Presence Roll (18) to clear the condition or the Wyvern is defeated. While *Terrified*, a PC doesn't gain a Hope when they roll with Hope.

Clutch - Reaction: When the Wyvern makes a successful attack against a PC, you can **spend a Fear** to have the Wyvern *Restrain* the target in its claws until the PC succeeds on a Strength Roll (18) or the Wyvern takes Major or greater damage. While *Restrained* in this way, the PC has disadvantage on attack rolls.

YOUNG FIRE DRAGON

Tier 3 Solo

A crimson dragon with four powerful limbs and smoldering wings.

Motives & Tactics: Burn, defend lair, erupt, fly, shred, take

Difficulty: 18 | **Thresholds:** 21/34 | **HP:** 10 | **Stress:** 6
ATK: +7 | **Bite & Claws:** Close | 4d10 phy

Experience: Burning Rage +3

FEATURES

Relentless (3) - Passive: The Dragon can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight it.

Intimidating - Passive: When you spend a Fear to spotlight the Dragon, all PCs within Close range must mark a Stress or lose a Hope.

Flame Breath - Action: **Spend a Fear** to have the Dragon unleash a blast of flame against all targets in front of it within Close range. Each target must make an Agility Reaction Roll. Targets who fail take **4d8+3** magic damage. Targets who succeed must mark a Stress or take half damage. A target who marks HP from this attack also becomes *Vulnerable* until they clear a HP.

Eruption - Action: **Spend a Fear** to have the Dragon crack the earth open with its tail, unleashing an explosion of lava. Choose a point within Far range. Each PC on the line between the Dragon and the chosen point must succeed on an Agility Reaction Roll or get burned, becoming *Vulnerable* until their next rest. You gain a Fear for each PC who fails.

Blazing Scales - Reaction: When a creature within Very Close range attacks the Dragon, the attacker must mark a Stress.

Slash and Burn - Reaction: When the Dragon makes a successful standard attack, you gain a Fear and can **mark a Stress** to have the attack deal an extra 10 magic damage.

TIER 4 ADVERSARIES (LEVELS 8–10)

CEPHILITH ABOMINATION

Tier 4 Bruiser

A lumbering, bog-grown frog beast that has tadpolelike leeches visibly wriggling underneath their translucent skin.

Motives & Tactics: Do the heavy lifting, leap menacingly, move surprisingly fast, smash and grab

Difficulty: 19 | **Thresholds:** 35/70 | **HP:** 7 | **Stress:** 5
ATK: +4 | **Meaty Fists:** Melee | 4d10+10 phy

Experience: Brute +3

FEATURES

Toxic Skin - Passive: A PC who comes into physical contact with the Abomination must roll a **d6**. On a result of 3 or lower, the PC must mark an Armor Slot or 2 HP.

***Bear Hug - Action:* Mark a Stress** to make a standard attack against a target within Melee range. On a success, the target takes standard damage and is *Grappled* until they escape with a successful Strength Roll. While *Grappled*, the target is *Vulnerable* and *Restrained*.

***Crunch! - Action:* Spend a Fear** to deal **4d12** direct physical damage to a creature *Grappled* by the Abomination.

***Tongue Attack - Action:* Spend a Fear** to have the Abomination pull a target within Far range into Melee range, then immediately spotlight the Abomination again.

Burrowing Leechpoles - Reaction: When the Abomination takes Major or greater damage, their skin erupts in an explosion of subcutaneous wrigglers. Each PC within Close range must make an Agility Reaction Roll. Targets who fail are covered in **2d4** leechpoles, which burrow under their skin. Until the leechpoles are dug out with a successful Finesse Roll (21), any damage the target takes gains a +1 bonus for each leechpole under their skin.

CEPHILITH HATCHLING

Tier 4 Minion

A squidlike parasite that latches onto their prey's skull, bathing the victim's brain in extradimensional neurotoxins.

Motives & Tactics: Climb, feed, hatch, numb, scuttle

Difficulty: 18 | **Thresholds:** None | **HP:** 1 | **Stress:** 1
ATK: +3 | **Barbed Suckers:** Melee | 9 phy

Experience: Psychic +2

FEATURES

Minion (12) - Passive: The Hatchling is defeated when they take any damage. For every 12 damage a PC deals to the Hatchling, the PC defeats an additional Minion within range the attack would succeed against.

***Comatize - Action:* Spend a Fear** to have the Hatchling latch onto the head of a PC within Melee range. The PC must mark a Stress as the Hatchling injects the PC's brain with psycho-chemicals, and they must mark an additional Stress each time any PC fails a roll with Fear. The PC can remove the Hatchling by spending a number of Hope equal to the number of Stress they have marked. If a PC marks their last Stress while the Hatchling is latched on, the PC must make a death move. If the PC dies, you can **spend a Fear** to resurrect them as a Cephilith Novitiate.

***Group Attack - Action:* Spend a Fear** to choose a target and spotlight all Cephilith Hatchlings within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 9 physical damage each. Combine this damage.

CEPHILITH NOVITIATE

Tier 4 Minion

A luminary of the Mortal Realm who has given their mind to extradimensional entities in exchange for eldritch abilities.

Motives & Tactics: Help others see the Truth, make way for It, seek forbidden knowledge

Difficulty: 16 | **Thresholds:** None | **HP:** 1 | **Stress:** 1
ATK: +2 | **Eldritch Might:** Melee | 12 phy

Experience: Visions +2

FEATURES

Minion (12) - Passive: The Novitiate is defeated when they take any damage. For every 12 damage a PC deals to the Novitiate, the PC defeats an additional Minion within range the attack would succeed against.

***Group Attack - Action:* Spend a Fear** to choose a target and spotlight all Cephilith Novitiates within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 12 physical damage each. Combine this damage.

***Sacrifice Self - Action:* Spend a Fear** to have the Novitiate charge at a target within Far range and melt into them. Deal 12 direct magic damage to the target and defeat the Novitiate.

CEPHILITH PRIEST

Tier 4 Leader

A perpetually moist, faceless humanoid from the Outer Realms who has elongated fingers and translucent skin, under which one can see wriggling worms.

Motives & Tactics: Break the unbelievers' minds, prepare this world for the Cephilith Titan's arrival, sing its praises

Difficulty: 20 | **Thresholds:** 37/70 | **HP:** 7 | **Stress:** 5
ATK: +8 | **Psychic Strike:** Far | 4d10+10 mag

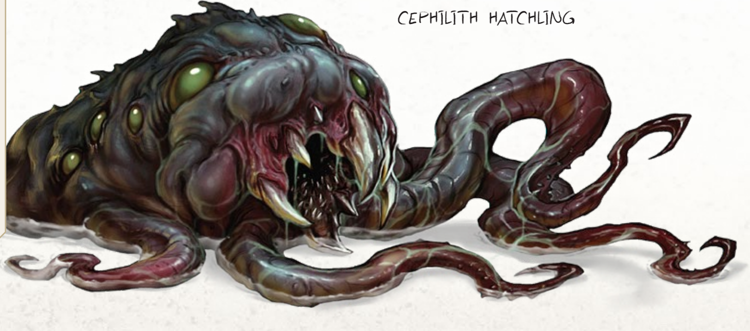
Experience: Outer Realms +4

FEATURES

***Psychic Blast - Action:* Spend a Fear** to choose up to three PCs within Close range and force them to make a Knowledge Reaction Roll. Targets who succeed take **2d10+5** direct magic damage. Targets who fail take **4d10+10** direct magic damage and are *Vulnerable* until spotlighted.

***Cerebral Incursion - Action:* Spend a Fear** to choose a *Vulnerable* target within Melee range. The Priest grabs the target and inserts their elongated fingers into the target's ears, nose, and mouth. The target must succeed on a Strength Reaction Roll or mark **1d6** Stress, and the Priest clears an equal number of Stress.

Telekinetic Grasp - Reaction: When the Priest makes a successful standard attack against a PC, you can **mark a Stress** to *Restrain* the target until they spend a Hope.



CEPHILITH HATCHLING

CEPHILITH TITAN

Tier 4 Solo

A transdimensional entity in the form of an impossibly large, winged humanoid with an octopus-shaped head and rows of glowing eyes.

Motives & Tactics: Call and consume followers, corrupt reality, invade the Mortal Realm, spew forth chaos

Difficulty: 20 | **Thresholds:** 38/68 | **HP:** 10 | **Stress:** 10
ATK: +8 | **Pseudoclaw:** Close | 4d8+10 mag

Experience: Chaos +5, Psychic +5

FEATURES

Relentless (X) - Passive: The Titan can be spotlighted up to X times per GM turn, where X equals the number of PCs in the scene. Spend Fear as usual to spotlight them.

Terrifying - Passive: When the Titan makes a successful attack, all PCs within Close range lose a Hope, and you gain a Fear.

Merely a Projection - Passive: The Titan appears in the Mortal Realm as a psychic projection approximating their true form. They have immunity to physical damage and resistance to magic damage.

***Psychic Scream - Action:* Spend a Fear** to have the Titan unleash a mind-shattering onslaught of nightmarish visions from the Outer Realms. Each PC within Far range must make an Instinct Reaction Roll (22). Targets who fail take **4d12** direct magic damage. Targets who succeed must mark a Stress.

***Summon Worshippers - Action:* Spend a Fear** to summon **1d4** Cephilith Abominations, which appear within Far range, then choose one to immediately spotlight.

"It's Here..." - Evolution: When the Titan has marked half their HP, they manifest in their full form, clearing all HP and losing the "Merely a Projection" feature. While the Titan is in this form, a creature who marks HP from the Titan's standard attack must mark an additional HP.

CIPACTLI

Tier 4 Solo

A gargantuan crocodile that has a body covered in a patchwork of fish scales, toad skin, and dozens of hungry mouths.

Motives & Tactics: Consume, reshape the land, trample

Difficulty: 20 | **Thresholds:** 35/60 | **HP:** 8 | **Stress:** 5
ATK: +8 | **Bite:** Close | 4d8+12 phy

Experience: Hungry +3, Primordial +3

FEATURES

Relentless (3) - Passive: The Cipactli can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight it.

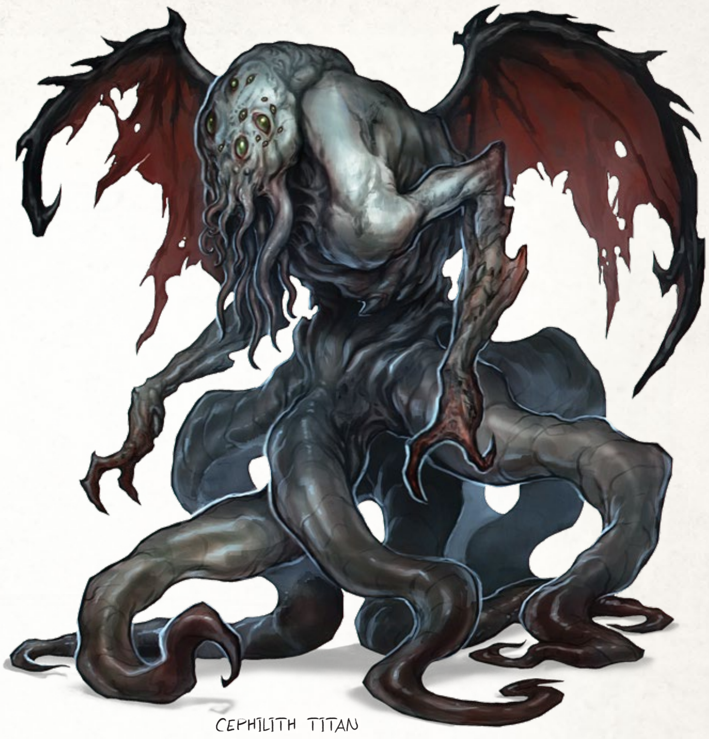
***Many Mouths - Action:* Mark a Stress** to make a standard attack against all targets within Very Close range. Targets the Cipactli succeeds against must also mark a Stress.

***Frenzied Feeding - Action:* Spend a Fear** to force all PCs within Close range to succeed on an Instinct Reaction Roll or take **4d6** direct physical damage. The Cipactli clears a HP for each creature who took Severe damage from this attack.

***Quaking Footfalls - Action:* Mark a Stress** to force each PC within Far range to make an Agility Reaction Roll. Targets who fail must mark 2 Stress and are *Vulnerable* until they take damage. Targets who succeed must mark a Stress.

Lifeblooded - Reaction: When the Cipactli takes Severe damage, its blood splashes to the ground and instantly erupts into a jungle. All creatures within Close range are temporarily *Restrained*.

Verdant Explosion - Reaction: When the Cipactli marks its last HP, its body erupts into dense vegetation that overtakes the landscape.



CLOUD TITAN

Tier 4 Social

A devastatingly attractive, blue-skinned goliath dressed in the finest silks and dripping with jewelry. They luxuriate in the finer things and dwell in a sky palace filled with treasure.

Motives & Tactics: Acquire rare and valuable things, celebrate beauty, never pass up an interesting wager

Difficulty: 18 | **Thresholds:** 26/42 | **HP:** 6 | **Stress:** 5
ATK: +3 | **Bejeweled Blade:** Very Close | 4d6+8 phy

Experience: Luxury +3, Nobility +3

FEATURES

***Lightning Strike - Action:* Mark a Stress** to make an attack against a target within Far range. On a success, deal **4d10+14** magic damage and roll a **d6**. On a result of 4 or higher, the lightning bounces, and the Titan makes this attack against a different target within Very Close range of the previous target. Each time the lightning bounces, decrease the damage it deals by **1d10**.

***Mist Weaver - Action:* Spend a Fear** and choose a point within Far range. The Titan conjures a thick fog over the area within Close range of that point. The Titan is *Hidden* to enemies within and on the other side of the fog and has advantage on attacks against creatures inside it. The fog lasts until the Titan marks HP.

***Nebulous Transformation - Action:* Mark a Stress** to have the Titan transform into a misty cloud that fills a Very Close area. While in this form, the Titan takes double magic damage and has immunity to physical damage. This form lasts until the Titan chooses to drop out of it or takes Severe damage.

Unleash the Menagerie - Action: Once per scene, **mark any number of Stress** to summon an equal number of Griffins, which appear at Close range.

***Wind Worker - Action:* Spend a Fear** to have the Titan blast wind at a target within Close range. The target takes **4d6+8** physical damage and is pushed back to Far range from their current position.

Double or Nothing - Reaction: When you would gain a Fear from an attack against the Titan, you can roll a **d6**. On an odd result, you don't gain the Fear. On an even result, you gain 2 Fear instead of 1.

DEMON LORD BERZUG

Tier 4 Solo

The ruler of a deep circle in the Circles Below and a huge hybrid beast with a serpent's tail, a lizard's hind legs, a crab's claw arms, and a two-faced wolf's head.

Motives & Tactics: Destroy goodness, sow chaos, unseat rivals

Difficulty: 20 | **Thresholds:** 35/70 | **HP:** 12 | **Stress:** 8
ATK: +8 | **Abyssal Claws:** Close | 4d12+10 phy

Experience: Infernal Knowledge +3

FEATURES

Relentless (3) - Passive: Berzug can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Chaos Lash - Action: **Mark a Stress** to have Berzug lash at up to three PCs within Close range and force each target to make an Agility Reaction Roll. Targets who fail take **4d20** physical damage. Targets who succeed take half damage.

Gaze into the Abyss - Action: **Spend a Fear** to have Berzug lock eyes with a PC within Far range. The target must succeed on a Presence Reaction Roll or gain one of the following conditions (roll a **d6** and use the corresponding result):

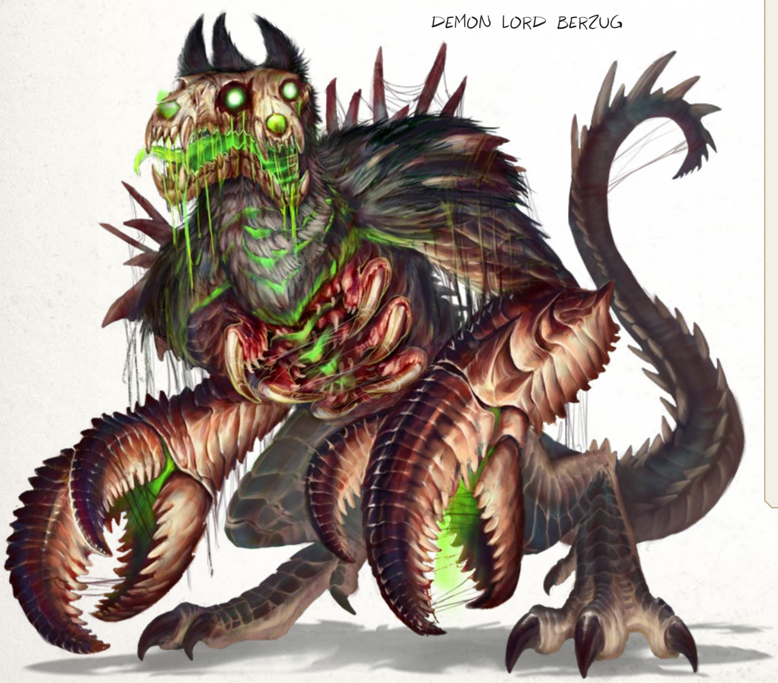
1–2: ***Mesmerized.*** The target immediately moves into Melee range of Berzug and is *Vulnerable* and *Restrained* until they clear the condition with a successful Instinct Roll.

3–4: ***Confused.*** The target must mark a Stress each time they make an action roll until they clear the condition with a successful Knowledge Roll.

5–6: ***Enthralled.*** Until the PC makes a successful Presence Roll to clear the condition, you can spotlight them during a GM turn as if they were an adversary. When you do so, choose a target within Close range of the *Enthralled* PC. The *Enthralled* PC moves into Melee range of the target and makes a weapon attack against them using a **d20** instead of Duality Dice.

Crushing Strike - Reaction: When a PC marks HP from Berzug's standard attack, you can **mark a Stress** to force them to mark a number of Stress equal to the number of HP they marked. You gain a Fear.

Horrifying - Reaction: When a PC fails an attack against Berzug, you gain a Fear.



DRAGON MOTHER MITERA

Tier 4 Solo

A gargantuan seven-headed dragon with dazzling diamond scales that shine with every color of the rainbow.

Motives & Tactics: Birth destruction, control the battlefield, fly, repel invaders, use all available options

Difficulty: 16 | **Thresholds:** 35/65 | **HP:** 12 | **Stress:** 10
ATK: +8 | **Bite & Slash:** Close | 4d10+10 phy

Experience: Ancient +5

FEATURES

Relentless (3) - Passive: Mitera can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight her.

Diamond Hide - Passive: *Countdown* (7). When Mitera first appears, activate the countdown. Mitera gains a bonus to her Difficulty equal to the countdown die's current value. It ticks down from Mitera's "Seven-Headed" feature. When the countdown triggers, Mitera becomes *Vulnerable* and gains a +2 bonus to attack rolls.

Elemental Breath - Action: **Mark a Stress** to have Mitera unleash elemental energy from one head of your choice:

1. ***Fire.*** Deal **4d12** magic damage to **1d4+1** targets within Close range. Targets who take damage must mark an Armor Slot or 2 additional HP.
2. ***Lightning.*** Deal **4d12** magic damage to **1d6** targets within Far range, so long as each target beyond the first is within Close range of the previous target.
3. ***Acid.*** Each PC in front of Mitera within Close range must make an Agility Reaction Roll. Targets who fail must mark 2 Armor Slots and 2 HP. Targets who succeed must mark an Armor Slot and a HP.
4. ***Poison.*** A miasma of toxic swamp gas *Sickens* all targets within Close range of Mitera. While *Sickened*, a target has disadvantage on action rolls until they mark **1d4** Stress to clear the condition.
5. ***Ice.*** Each target in front of Mitera within Close range takes **4d8+8** magic damage and is *Restrained* by ice until they break free with a successful Strength Roll. Additionally, this area freezes over and a PC must succeed on an Agility Reaction Roll to move through it.
6. ***Darkness.*** A cloud of magical shadow fills an area within Close range. Creatures inside the cloud except for Mitera are *Vulnerable* and have disadvantage on action rolls that rely on sight. The cloud dissipates when this Elemental Breath option is removed by Mitera's "Seven-Headed" feature.
7. ***Light.*** A beam of pure light energy deals 28 direct magic damage to each creature in a line within Very Far range.

Tail Swipe - Action: **Spend a Fear** to attack all targets within Close range. Targets this attack succeeds against take **2d20+10** physical damage and are knocked back to Far range. Targets who mark HP from this attack become *Vulnerable* until they clear a HP. Targets this attack failed against must mark a Stress.

Fearsome - Reaction: When Mitera makes a successful attack roll against a PC or a PC fails a roll within Far range, you gain a Fear.

Seven-Headed - Reaction: When Mitera takes damage, roll a **d8**. Permanently remove the "Elemental Breath" option that corresponds to the result. On a result of 8, or if the corresponding option has already been removed, tick down the Diamond Hide countdown (see "Diamond Hide").

FIRE TITAN WARLORD

Tier 4 Leader

A smoldering, battle-obsessed goliath wearing bespoke armor and wielding a massive maul.

Motives & Tactics: Compete against rivals, conquer the weak, craft colossal war machines

Difficulty: 21 | **Thresholds:** 33/66 | **HP:** 9 | **Stress:** 8
ATK: +6 | **Maul:** Very Close | 4d10+10 phy

Experience: Tactics +4

FEATURES

Relentless (2) - Passive: The Warlord can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Colossus Crafter - Passive: *Countdown (6).* When the Warlord enters the scene, activate the countdown. It ticks down when the Warlord is spotlighted. When it triggers, summon the Gargantuan War Machine, which appears at the edge of the battlefield and immediately takes the spotlight.

Release the Hounds - Action: **Spend a Fear** to have the Warlord summon two Demonic Hound Packs, which appear at Close range and immediately take the spotlight.

Spinning Strike - Action: **Mark a Stress** to make a standard attack against all targets within Very Close range and gain a Fear.

Ground-Breaking - Action: **Spend a Fear** to have the Warlord crack the earth with a downward swing of their maul and make an attack against a group within Close range. Targets the attack succeeds against take **4d10+10** direct damage. The area becomes rough terrain, and a PC must succeed on an Agility Reaction Roll (16) to move through it.

GARGANTUAN WAR MACHINE

Tier 4 Solo

A 100-foot-tall adamantine construct that has gemstone eyes, powered by a chest crucible of elemental flame.

Motives & Tactics: Crush, destroy

Difficulty: 20 | **Thresholds:** 48/88 | **HP:** 10 | **Stress:** 6
ATK: +7 | **Fists of Iron:** Close | 4d12+10 phy

Experience: Unbreakable +3

FEATURES

Relentless (3) - Passive: The Machine can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight it.

Awesome Size - Passive: When the Machine enters the battlefield, each PC must either lose a Hope or mark **1d4** Stress.

Rocket Punch - Action: **Mark a Stress** to make an attack against a PC within Close range. On a success, the target takes **4d12+10** direct physical damage and marks 2 Armor Slots without gaining their benefits.

Ground-Breaking Stomp - Action: **Spend a Fear** to choose a point within Close range and make an attack roll against all enemies within Close range of that point. Targets the attack succeeds against take **4d12** direct physical damage and are *Vulnerable* until they are spotlighted. Additionally, the entire area becomes rubble, and a PC must succeed on an Agility Reaction Roll (16) to move through it.

Supercharged - Reaction: *Countdown (Loop 2d6).* When the Machine is spotlighted for the first time, activate the countdown. It ticks down each time the Machine is spotlighted. When it triggers, place a token on this stat block as the Machine's chest crucible flares with magical flame. For each token on this stat block, the Machine gains a +1 bonus to Difficulty and attack rolls, and its standard attack deals an extra **1d12** damage. Remove a token when the Machine takes Severe damage.

GHASTLY LEGION

Tier 4 Horde (10/HP)

A teeming army of ghosts roused from dreamless slumber to fulfill their ancient oath.

Motives & Tactics: Overwhelm, serve, swarm

Difficulty: 17 | **Thresholds:** 25/45 | **HP:** 8 | **Stress:** 5
ATK: +2 | **Spectral Armaments:** Close | 4d6+10 mag

Experience: Tactics +2

FEATURES

Horde (2d6+5) - Passive: When the Legion has marked half or more of its HP, its standard attack deals **2d6+5** magic damage instead.

Necroplasmic - Passive: The Legion is immune to physical damage and takes double magic damage.

Final Act - Reaction: When the Legion is defeated, it makes a standard attack against all targets within Close range before being dispelled.

GRIFFIN

Tier 4 Standard

A large leonine creature that has the head, talons, and wings of an eagle.

Motives & Tactics: Hunt, look for an opening, swoop

Difficulty: 18 | **Thresholds:** 30/45 | **HP:** 6 | **Stress:** 4
ATK: +4 | **Beak & Talons:** Very Close | 4d8+4 phy

Experience: Riches +5, Keen Senses +3

FEATURES

Treasure Hoarder - Passive: When a PC would mark any number of HP from the Griffin's attack, the PC can choose instead to give the Griffin an equal number of bags of gold.

Swooping Slash - Action: Move up to Far range and make a standard attack against a target along the way.

HALLOWED CHOIR

Tier 4 Horde (6/HP)

A heavenly host of winged humanoids whose song calls forth tears of religious awe.

Motives & Tactics: Drown out disbelief, raise voices

Difficulty: 17 | **Thresholds:** 24/48 | **HP:** 7 | **Stress:** 6
ATK: +2 | **Choral Blast:** Far | 4d10 mag

Experience: Music +2

FEATURES

Horde (2d10) - Passive: When the Choir has marked half or more of its HP, its standard attack deals **2d10** magic damage instead.

Celestial Coda - Passive: *Countdown (Loop 3).* The Choir's divine song builds on itself with each refrain. When the Choir first appears, activate the countdown. It ticks down when a PC gains a Hope. When it triggers, place a token on this stat block. The Choir gains a bonus to its damage rolls equal to the number of tokens on this stat block.

Aural Assault - Action: The Choir unleashes its built-up divine energy in a single burst, clearing all tokens from this stat block. Deal **1d12** direct magic damage to each enemy within Close range for each token cleared.

HARBINGER OF DEATH

Tier 4 Skulk

A desiccated corpse riding atop a skeletal horse. Their eyes are sewn shut and their body is wrapped in a burial shroud of dust and ash.

Motives & Tactics: Bring judgment, cut them down, move swiftly, seek relentlessly, take souls

Difficulty: 18 | **Thresholds:** 28/52 | **HP:** 6 | **Stress:** 6
ATK: +8 | **Great Scythe:** Close | 4d10+10 phy

Experience: Judgment +3

FEATURES

Relentless (3) - Passive: The Harbinger can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Mount - Passive: While the Harbinger is on their mount, they gain a +2 bonus to their Difficulty. When the Harbinger takes Severe damage, they're knocked from their mount. If the Harbinger is unhorsed, their mount disappears until you **mark a Stress** to summon it again.

Fear the Reaper - Passive: When a creature is defeated within Far range of the Harbinger, you gain a Fear.

Decapitate - Action: **Spend 2 Fear** to have the Harbinger make an attack roll against a PC within Melee range. On a success, roll a **d6**. On a result of 6, the target marks all HP and must make a death move.

Wake the Fallen - Action: **Spend a Fear** and **mark any number of Stress** to have the Harbinger resurrect a defeated ally within Far range. The resurrected ally clears a number of HP equal to the number of Stress marked. Immediately spotlight the ally.

Ashes to Ashes, Dust to Dust - Reaction: When the Harbinger would mark HP, you can **mark a Stress** to have an ally within Far range mark the HP instead.

HARBINGER OF FAMINE

Tier 4 Support

A dried-out husk of a body riding atop a withered white horse. They are covered in mouths and surrounded by swarming flies.

Motives & Tactics: Drain, impoverish, weaken, wither

Difficulty: 18 | **Thresholds:** 26/42 | **HP:** 6 | **Stress:** 5
ATK: +4 | **Barbed Lash:** Close | 4d8+10 phy

Experience: Hunger +2, Thirst +2

FEATURES

Relentless (2) - Passive: The Harbinger can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Mount - Passive: While the Harbinger is on their mount, they gain a +2 bonus to their Difficulty. When the Harbinger takes Severe damage, they're knocked from their mount. If the Harbinger is unhorsed, their mount disappears until you **mark a Stress** to summon it again.

Hunger Pangs - Passive: *Countdown (Decreasing 6)*. When the Harbinger appears, activate the countdown. It ticks down when the Harbinger is spotlighted. When it triggers, all PCs within Far range mark a Stress and become *Ravenous*. While *Ravenous*, a PC can't spend Hope until they clear the condition with a successful Instinct Roll.

Drain Essence - Action: **Spend a Fear** to choose up to three PCs. Each target takes **4d6** magic damage.

Too Many Mouths - Action: **Mark a Stress** to attack a PC within Melee range. On a success, the Harbinger grabs the target and bites them, dealing **4d6** physical damage and *Restraining* the target until they break free with a successful Strength Roll.

Withering Touch - Action: **Spend a Fear** to have the Harbinger caress the face of a *Restrained* PC within Melee range. The target marks 2 Stress and either loses a Hope or marks **1d4** HP.

HARBINGER OF PESTILENCE

Tier 4 Leader

A bloated and rotting agglomeration of wriggling insects and slugs formed into a single humanoid mass riding a worm-eaten horse.

Motives & Tactics: Corrupt the pure, infect the weak, summon plague and disease

Difficulty: 18 | **Thresholds:** 37/70 | **HP:** 7 | **Stress:** 8
ATK: +8 | **Touch of Corruption:** Melee | 4d10+10 mag

Experience: Rot +3

FEATURES

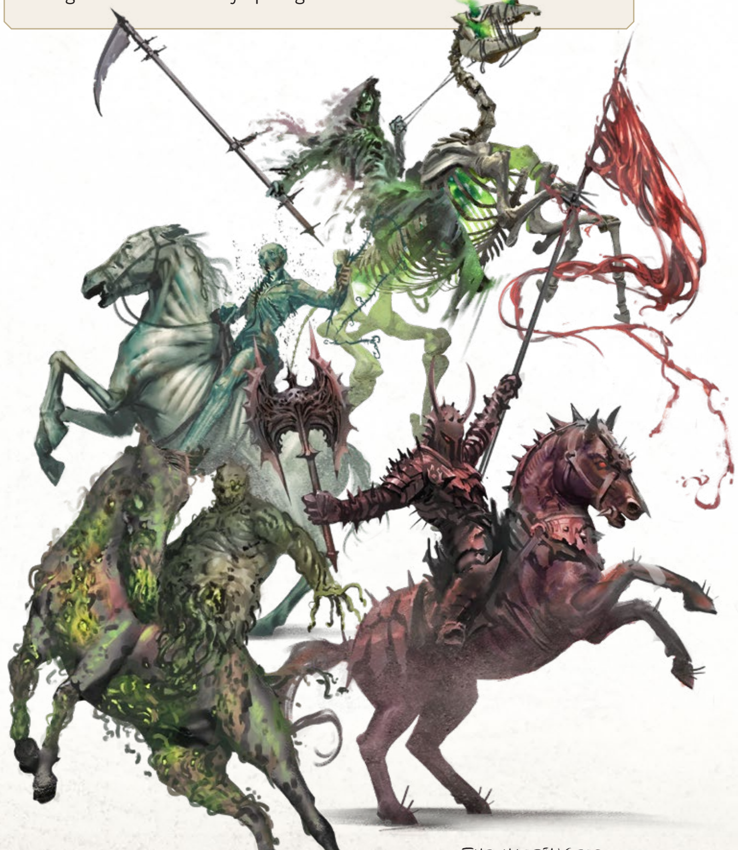
Halo of Contagion - Passive: The Harbinger is *Contagious*. When a PC within Very Close range of a *Contagious* creature takes an action, the PC rolls a **d6**. On a result of 1, the PC becomes *Contagious*. While *Contagious*, a PC has disadvantage on action rolls until they spend 3 Hope to clear the condition. *Contagious* adversaries are unaffected by the condition.

Mount - Passive: While the Harbinger is on their mount, they gain a +2 bonus to their Difficulty. When the Harbinger takes Severe damage, they're knocked from their mount. If the Harbinger is unhorsed, their mount disappears until you **mark a Stress** to summon it again.

Locust Swarm - Action: **Spend 2 Fear** to have the Harbinger conjure a swarm of locusts at a point within Very Far range. Each PC within Close range of that point must either mark an Armor Slot or take **4d10** direct physical damage and roll a **d6**. On a result of 1–2, the PC becomes *Contagious*.

Frog Spawn - Action: **Spend a Fear** to have the Harbinger conjure a clutch of diseased frogs inside the mouths of up to three PCs within Close range. Each PC must succeed on a Presence Reaction Roll or take **4d12** magic damage and roll a **d6**. On a result of 1–3, the PC becomes *Contagious*.

Plague Bringer - Action: **Mark any number of Stress** up to the number of PCs in the scene. For each Stress you mark, the Harbinger summons **1d4** *Contagious* Zombie Legions within Far range and immediately spotlights one of them.



THE HARBINGERS

HARBINGER OF WAR

Tier 4 Bruiser

A warrior clad in black armor and a horned helmet and bearing a bloody banner.

Motives & Tactics: Destroy utterly, fight honorably, relish combat, shield-bash, strike powerfully

Difficulty: 21 | **Thresholds:** 40/70 | **HP:** 9 | **Stress:** 4
ATK: +5 | **Battle Axe:** Very Close | 4d20 phy

Experience: Heavy Armor +3

FEATURES

Relentless (2) - Passive: The Harbinger can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Mount - Passive: While the Harbinger is on their mount, they gain a +2 bonus to their Difficulty. When the Harbinger takes Severe damage, they're knocked from their mount. If the Harbinger is unhorsed, their mount disappears until you **mark a Stress** to summon it again.

Iron Dice - Action: **Mark a Stress** to have the Harbinger attempt a risky all-out attack. Make a standard attack with advantage. On a success, the target marks an additional HP. On a failure, the Harbinger becomes *Vulnerable* until they take or deal damage.

Supreme Commander - Action: Once per scene, **spend a Fear** to summon **1d6** Hallowed Soldiers within Close range and immediately spotlight one of them.

Battering Ram - Reaction: When a PC fails an action roll within Close range, you can **spend a Fear** to move into Melee range with the PC and make a standard attack with advantage against them. On a success, the PC takes standard damage and is *Vulnerable* until they are spotlighted.

OWL WITCH

Tier 4 Support

A giant, vengeful barn owl that has a 15-foot wingspan and a human face.

Motives & Tactics: Consume essence, curse, predict death

Difficulty: 19 | **Thresholds:** 27/47 | **HP:** 4 | **Stress:** 3
ATK: +7 | **Razor Talons:** Very Close | 4d8+5 phy

Experience: Magic +2, Night Stalker +2

FEATURES

Ill Omen - Passive: When a PC within Close range makes an action roll, their Fear Die gains a bonus equal to the amount of Fear you have.

Witch Barrier - Passive: The Owl Witch has resistance to magic damage.

Voice Mimicry - Action: **Spend a Fear** to have the Owl Witch beckon with the voice of a beloved figure to a creature within earshot. The target must succeed on an Instinct Reaction Roll or move up to Far range toward the Owl Witch.

Nightmare Stare - Action: **Spend a Fear** to have the Owl Witch *Afflict* a PC within Far range with waking nightmares unless the target succeeds on a Knowledge Reaction Roll. While *Afflicted*, the target can't clear HP or Stress. The condition is cleared when another PC uses a downtime move to comfort the *Afflicted* creature.

Visions of a Violent End - Reaction: When the Owl Witch is targeted by an attack, you can **spend a Fear** to force the attacker to make a Presence Reaction Roll. On a failure, they must mark **1d4** Stress as their mind is flooded with harrowing imagery.

RUBY DRAGON

Tier 4 Standard

A huge winged dragon that has visible flames beneath its glittering, gem-encrusted scales. Its body heat melts stone.

Motives & Tactics: Crack the earth, melt, protect treasure

Difficulty: 19 | **Thresholds:** 30/50 | **HP:** 6 | **Stress:** 4
ATK: +6 | **Tooth & Claw:** Close | 4d10+8 phy

Experience: Mountains +4

FEATURES

Relentless (3) - Passive: The Dragon can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight it.

Fearsome - Passive: When the Dragon succeeds on an attack against a PC or a PC within Far range fails an action roll, you gain a Fear.

Melting Breath - Action: **Mark a Stress** to have the Dragon unleash a blast of fire on all PCs in front of it within Close range. Each target must succeed on an Agility Reaction Roll or take **4d12+10** magic damage and mark an Armor Slot without gaining its benefits (they can still use armor to reduce the damage).

Volcanic Fissure - Action: **Spend a Fear** to have the Dragon snap its tail against the ground, opening a lava rift that flows over the area within Close range. Each PC within that area must make an Agility Reaction Roll. Targets who succeed immediately move out of the area. Targets who fail take **4d8+5** magic damage. Until the Dragon is defeated, a creature who enters the area takes **4d8+5** magic damage.

Hot-Blooded - Reaction: When a creature makes a successful attack against the Dragon within Very Close range, the Dragon's blood erupts from the wound and burns the attacker, forcing them to mark an Armor Slot. If they can't mark an Armor Slot, they mark **1d4** HP.

SEVERED SHADOW

Tier 4 Minion

A two-dimensional living shadow bound to flat planes and surfaces.

Motives & Tactics: Curse the light, slip between the cracks, split and reform

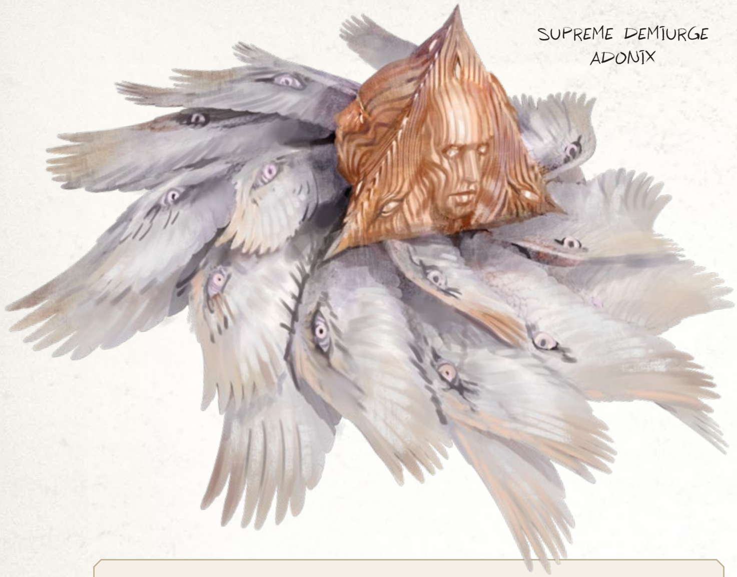
Difficulty: 19 | **Thresholds:** None | **HP:** 1 | **Stress:** 2
ATK: +3 | **Strangle:** Close | 10 mag

FEATURES

Minion (12) - Passive: The Shadow is defeated when it takes any damage. For every 12 damage a PC deals to the Shadow, the PC defeats an additional Minion within range that the attack would succeed against.

Shadow Grapple - Action: **Mark a Stress** to make an attack against a target within Close range. On a success, the target becomes *Vulnerable* and must mark a Stress when they take an action until the Shadow is defeated.

Group Attack - Action: **Spend a Fear** to choose a target and spotlight all Severed Shadows within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 10 magic damage each. Combine this damage.



SUPREME DEMIURGE ADONIX

Tier 4 Solo

The four-faced angel from the Hallows Above who manifests in the Mortal Realm as a floating tetrahedron with numerous eyes and multiple sets of metallic feathered wings.

Motives & Tactics: Establish dominion, exile from reality, float above it all, speak into being

Difficulty: 20 | **Thresholds:** 35/70 | **HP:** 12 | **Stress:** 10
ATK: +8 | **Wing Strike:** Close | 4d12+10 phy

Experience: Omnipotence +10, Be Not Afraid +5

FEATURES

Relentless (4) - Passive: Adonix can be spotlighted up to four times per GM turn. Spend Fear as usual to spotlight them.

Elemental Archon - Action: **Mark a Stress** to roll a **d4**. Adonix activates the corresponding effect:

1. ***Fire Beam.*** Adonix manifests a beam of elemental fire with a Very Close width from themself to the edge of the battlefield. Each target in the beam's path must make an Agility Reaction Roll. Targets who fail take Severe damage. Targets who succeed take Minor damage.
2. ***Thunderclap.*** All creatures within Far range must mark a Stress and become *Vulnerable* until they succeed on an attack roll or the Demiurge is defeated.
3. ***Lightning Bolt.*** Make an attack against a target within Very Far range, dealing **4d8** magic damage on a success. If all results are even, make the same attack against a different target, repeating the cycle until you roll an odd result or run out of targets.
4. ***Ice Storm.*** Each PC within Close range must succeed on a Strength Reaction Roll or mark **1d4** Stress and become *Restrained* until they spend a Hope to escape.

Alpha to Omega - Evolution: When Adonix is defeated, they resurrect in Omega form with all HP and Stress cleared. Each PC within Very Far range must succeed on a Presence Reaction Roll or lose a Hope. You gain a Fear for each Hope lost in this way. Adonix gains the following features in this form:

Forsaken - Action: **Spend a Fear** to choose a PC and activate a Forsaken Countdown (1d8) for them. It ticks down when Adonix is spotlighted. When it triggers, the PC must mark all their HP. The countdown ends if Adonix takes Severe damage. You can have only one Forsaken Countdown active at a time.

Armageddon - Reaction: When Adonix is defeated again, they unleash a reality storm that shakes the realms to their foundations. Roll a **d6**. On a result of 5–6, each PC must make a death move.

TEMPORAL ENFORCER

Tier 4 Bruiser

A giant mechanical being from a dimension outside time, built by the Time Keepers to preserve the Holy Continuum.

Motives & Tactics: Repair the timeline, seek out temporal heretics, serve the Lords of Continuity

Difficulty: 20 | **Thresholds:** 42/68 | **HP:** 8 | **Stress:** 5
ATK: +4 | **Adamantine Hammer:** Very Close | 40 direct phy

Experience: Temporal Anomalies +3

FEATURES

Relentless (2) - Passive: The Enforcer can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Time Looper - Passive: *Countdown (Loop 2d6)*. When the Enforcer first appears, activate the countdown. It ticks down when the Enforcer is spotlighted. When it triggers, the Enforcer clears all HP, Stress, and conditions. Reroll the countdown when the Enforcer takes Severe damage.

Move Between Moments - Action: **Mark a Stress** to have the Enforcer teleport to a point within Very Far range, then spotlight them again.

Instant Rewind - Reaction: When the Enforcer fails an attack, you can **spend a Fear** to reroll the die.

Invert Polarity - Reaction: Up to three times per scene, you can **spend a Fear** to flip any die rolled onto its obverse result. This effect can't be used to alter a critical success.

WATER MOTHER

Tier 4 Solo

A colossal fur-covered snake that hunts in large bodies of water.

Motives & Tactics: Constrict the world, control the battlefield, draw enemies into the water

Difficulty: 20 | **Thresholds:** 40/70 | **HP:** 12 | **Stress:** 8
ATK: +8 | **Bite:** Very Close | 4d10+5 phy

Experience: Rivers +4

FEATURES

Segmented - Passive: The Water Mother's body is divided into three segments: Head, Center, and Tail. The Water Mother always moves from the Head first, pulling the Center and then Tail behind it. A creature can target the Water Mother with an attack as long as at least one of her segments is within range, but the Water Mother can make a standard attack only against a target within range of her Head. If an attack deals damage to the Water Mother and her Head is within range, the attack deals an extra **1d10** damage.

Eat the World - Action: **Spend a Fear** to have the Water Mother inhale sharply. Each PC within Close range of her Head must succeed on a Strength Reaction Roll or mark a Stress and be pulled within Melee range of the Head. The Water Mother then makes a standard attack against all targets within Melee range of her Head.

Constrict - Action: **Mark a Stress** to make an attack against all targets within Melee range of the Center segment. Targets the attack succeeds against take **4d8+8** physical damage and are temporarily *Restrained*. At the beginning of each GM turn, you can **mark a Stress** to force all targets *Restrained* by the Water Mother to mark a HP.

Venom Surge - Reaction: When the Water Mother makes a successful standard attack, you can **spend a Fear** to make the target *Vulnerable* until the end of the scene.

WYRMFIEND

Tier 4 Minion

A reptilian biped created by mysterious and ancient dragon magic. Wyrmfiends exist more as extensions of their draconic master's will than as individual beings.

Motives & Tactics: Hold the line, sacrifice, serve, swarm

Difficulty: 17 | **Thresholds:** None | **HP:** 1 | **Stress:** 1
ATK: +3 | **Weapons from the Hoard:** Melee | 11 phy

Experience: Dragon Bond +2

FEATURES

Minion (13) - Passive: The Wyrmfiend is defeated when it takes any damage. For every 13 damage a PC deals to the Wyrmfiend, the PC defeats an additional Minion within range the attack would succeed against.

Venomous Bite - Action: **Spend a Fear** to make an attack against a PC within Melee range. On a success, deal **4d4+4** physical damage and *Poison* the target until they succeed on a Strength Roll (20). While *Poisoned,* the target must roll a **d6** before they make an action roll. On a result of 4 or lower, the target must mark a Stress.

Group Attack - Action: **Spend a Fear** to choose a target and spotlight all Wyrmfiends within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 11 physical damage each. Combine this damage.

WYRMLINGS

Tier 4 Horde (3/HP)

A clutch of newly hatched dragons. As newborns, they're furious, hungry, and stupid.

Motives & Tactics: Consume, shred, swarm

Difficulty: 17 | **Thresholds:** 25/45 | **HP:** 8 | **Stress:** 5
ATK: +2 | **Tiny Jaws & Claws:** Melee | 4d6+10 phy

Experience: Dragon Bond +2

FEATURES

Horde (2d6+5) - Passive: When the Wyrmlings have marked half or more of their HP, their standard attack deals **2d6+5** physical damage instead.

Ravenous - Reaction: Once per GM turn when a PC marks a HP from an attack made by the Wyrmlings, you can **spend a Fear** to spotlight the Wyrmlings again.

Overwhelm - Reaction: When the Wyrmlings take Minor damage from an attack within Melee range, you can **mark a Stress** to make a standard attack with advantage against the attacker.

XERO THE CASTLE KILLER

Tier 4 Solo

A castle-sized, bipedal reptile.

Motives & Tactics: Leave a wake of destruction, level buildings, stomp through settlements

Difficulty: 20 | **Thresholds:** 35/70 | **HP:** 12 | **Stress:** 10
ATK: +8 | **Tail Swipe:** Close | 4d12+6 phy

Experience: Destruction +5

FEATURES

Relentless (X) - Passive: Xero can be spotlighted up to X times per GM turn, where X is the number of PCs in the scene. Spend Fear as usual to spotlight it.

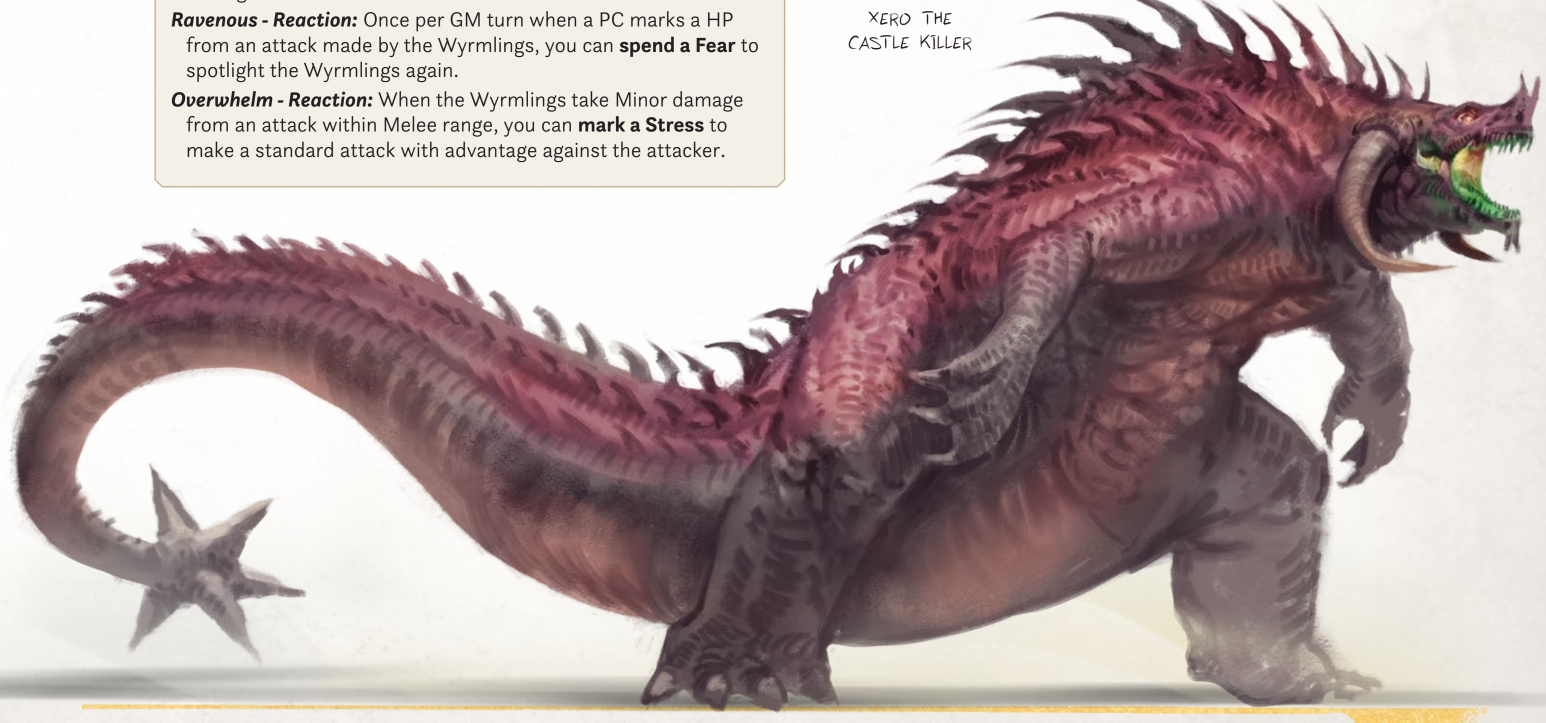
Collateral Damage - Passive: Xero's movement can't be hindered, impeded, or affected by anything other than natural terrain. All destructible terrain or obstacles in Xero's path are destroyed when Xero moves through them.

Gigaton Stomp - Action: **Spend a Fear** to have Xero bring its foot down hard, creating a localized earthquake. Each PC within Melee range takes **4d12** physical damage and is *Restrained* until they wriggle out with a successful Finesse Roll. Each creature beyond Melee range but within Close range must succeed on an Instinct Reaction Roll or be knocked back to Far range. If a target is knocked back, they must either mark an Armor Slot or take **4d12** physical damage as they land.

Power Slide - Action: **Mark a Stress** to move up to Close range. Each PC Xero moves through must succeed on a Strength Reaction Roll or choose to either mark 2 Armor Slots or take Severe damage.

Radioactive Breath - Action: **Spend a Fear** to have Xero charge up a nuclear beam. Place a token on this stat block. The next time Xero is spotlighted, you can **spend this token** and unleash a beam to Very Far range. The beam has a width of Close range. Each PC in this area must make an Agility Reaction Roll. Targets who fail take **4d12+12** direct magic damage. Targets who succeed take half damage. Xero can't use this feature again until it takes Severe damage.

Regeneration - Action: Up to three times per scene, **spend any number of Fear** to clear an equal number of HP.



ABANDONED MINE

ENVIRONMENT STAT BLOCKS

This section contains a list of environments by tier, followed by the environment stat blocks.

Tier 1 (Level 1)

Abandoned Mine (Traversal) 99
Alchemist's Abandoned Workshop (Exploration)
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Tier 4 (Levels 8–10)

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> **Tip:** *In the Potential Adversaries section of an environment, an adversary's name appears in italics if their stat block is in this chapter. Otherwise, the adversary's stat block can be found in the core rulebook.*

TIER 1 ENVIRONMENTS (LEVEL 1)

ABANDONED MINE

Tier 1 Traversal

A twisting warren of disused tunnels carved out of the bedrock by a doomed mining outfit.

Impulses: Poison the party with deadly gasses, rumble and collapse, split the party, turn them around

Difficulty: 11

Potential Adversaries: Darkweave Spiders (*Darkweave Crawler, Darkweave Spinner, Darkweave Swarmlings*), Miner Ghosts (*Poltergeist, Will-o'-the-Wisps*)

FEATURES

Pitch Black - Passive: There is no light, natural or otherwise, in these underground mining tunnels. Ask the PCs what they use for light or how they otherwise find their way in the dark. PCs without a reliable source of light make action and reaction rolls with disadvantage.

What fuel does the party's light source use, and how long will it last? What unwanted attention does the light attract?

Labyrinth - Passive: The party must complete a Progress Countdown (4) to find their way through the mines. Each time a PC rolls with Hope while finding their way through, they discover one of the curiosities below.

- An unmined vein of precious metals or gemstones
- Various mining tools, including a broken (but mendable) mine cart made of adamantine
- Psychic echoes of the miners' tragic end
- The desiccated corpses of miners who lost their way in the tunnels
- Tattered remnants of darkweave spider silk

What did miners previously extract here? Who in the party knows how to navigate below ground? What are the PCs most afraid might happen to them down here?

Into the Spider's Web - Action: **Spend a Fear** to summon a Darkweave Queen inside her gossamer-strewn lair. She drops from the ceiling within Close range of a PC and immediately takes the spotlight.

How does the Darkweave Queen use her lair to her advantage? What remnants of her past meals can the party find here?

Impending Collapse - Reaction: *Countdown* (2). The first time the PCs roll with Fear, describe how the ground subtly vibrates as rocks shift overhead and activate the countdown. It ticks down when a PC rolls with Fear. When it triggers, each PC must succeed on an Agility Reaction Roll or take **1d8+3** physical damage and become temporarily *Restrained* by the rubble.

What other signs of instability does the mine offer the party? What new dangers does the tunnel system's new configuration expose the party to?

ALCHEMIST'S ABANDONED WORKSHOP

Tier 1 Exploration

A lightning-powered laboratory built by a scientist searching for the secret to immortality.

Impulses: Break down the barrier between life and death, draw down lightning from the heavens, overclock the machinery

Difficulty: 11

Potential Adversaries: Lab Leftovers (Construct, Minor Fire Elemental, Patchwork Zombie Hulk, Swarm of Rats)

FEATURES

Cabinet of Curiosities - Passive: The workshop's shelves, cupboards, and tables are cluttered with macabre bric-a-brac, including body parts in jars of formaldehyde and bloody surgical implements. Once per scene, a PC can make an Instinct Roll to look for something useful in the chaos.

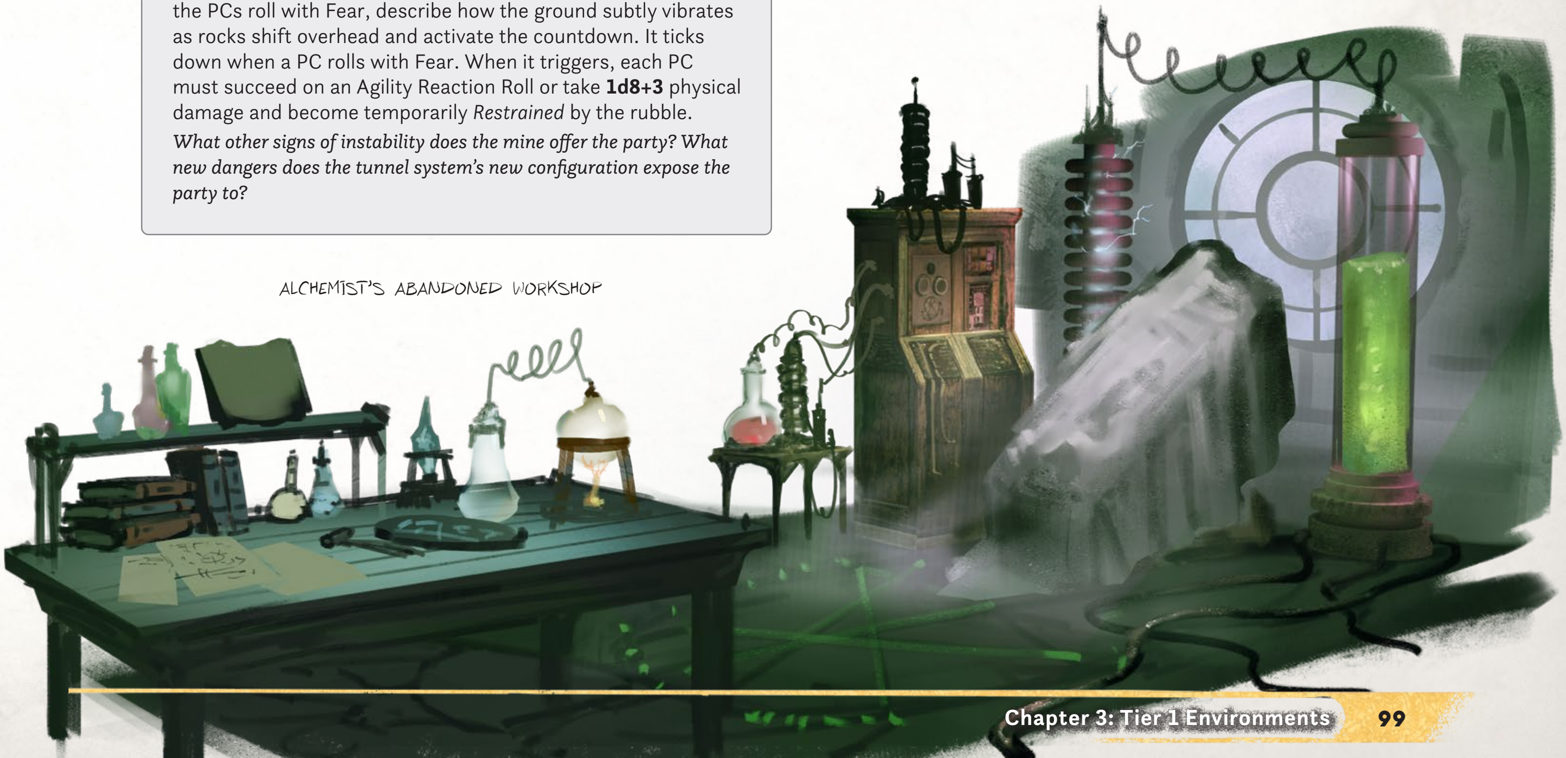
What was the alchemist studying? What smell overwhelms you as you shuffle through their things?

Strange Machinery - Passive: The workshop contains numerous pieces of bizarre technology and scientific instrumentation. A PC can make a Knowledge Roll to try to figure out how it works. On a success, they can get it running. On a failure, they break something and take **1d8+4** direct magic damage as they're shocked by electricity and doused in caustic chemicals.

What do these machines do? What do these instruments measure?

It's Alive! - Action: *Consequence Countdown (6)*. A thunderstorm gathers overhead, threatening to jolt the lightning rod assembly installed atop the workshop. Activate the countdown and narrate how the storm's power increases each time it ticks down when a PC makes an action roll. When it triggers, lightning strikes the rod assembly and overloads the workshop machinery, which explodes after resurrecting one of the alchemist's abandoned projects. Each target within Close range of the machinery must succeed on an Agility Reaction Roll or take **1d10** magic damage. Summon a Failed Experiment at a location within the workshop and gain a Fear for each PC within Very Close range of it.

What was the alchemist trying to achieve with this experiment? Where did they get the materials for it?



ALCHEMIST'S ABANDONED WORKSHOP

CORRUPTED SWAMP

Tier 1 Traversal

A wretched stretch of slimy water, toxic creatures, and decay.

Impulses: Corrupt, emphasize putrescence, reveal the twisted and unnatural, sicken

Difficulty: 11

Potential Adversaries: Any Undead (Skeleton, Zombie, Spectral Guardian), Giant Rat, Green Ooze, Tangle Bramble

FEATURES

Swamp Sickness - Passive: At the end of a long rest, each PC must succeed on a Strength Reaction Roll or gain a d4 Sickened Die, starting with the 1 value facing up. If a PC fails this roll and already has a Sickened Die, they increase the value by 1, to a maximum value of 4. A PC with a Sickened Die gains a penalty to their action rolls equal to its value. When a PC with a Sickened Die would clear a HP, they can decrease the value of their Sickened Die by 1 instead. When the die's value would fall to 0, remove it.

Is the swamp teeming with life, filled with decay, or both? What force blighted this swamp, and what signs of its origins remain?

Soggy and Slogging It - Passive: When a PC moves as part of an action, they can only move up to Very Close range. Action rolls made to move farther than Very Close range have disadvantage. Before rolling, a PC can mark a Stress to remove this disadvantage.

What creatures, living or otherwise, lurk beneath the water's murky surface? Where or how do the PCs find relief from the stinking water?

Rotbloom - Action: **Spend a Fear** to dust an area within Far range in noxious pollen. Each target in that area must succeed on a Strength or Instinct Reaction Roll or take **1d6+3** magic damage and become *Vulnerable* until the end of the scene.

How can you tell the plants that emit this pollen are carnivorous? What nightmares or dreamscapes does the pollen's scent conjure?

Dancing Lights - Action: At the start of a rest, you can **spend a Fear** to have floating orbs enthrall the weary and lure a PC deeper into the swamp. A different PC can use a downtime move to make an action roll to search for them. On a success, both PCs return to camp and can choose downtime moves as normal. On a failure—or if no one searches for them—the lost PC returns hours later, covered in mud and worse, and can't choose downtime moves until their next rest.

What does the lost PC see in the lights that draws them into the darkness? What other glimpses of surprising beauty do the PCs encounter here?

CURSED GRAVEYARD

Tier 1 Exploration

A sprawling cemetery filled with crumbling headstones, twisted trees possessed by the dead, and crypts overgrown with moss and ivy.

Impulses: Bury them six feet deep, choke with fog, lure with promises of entombed treasure, unleash the restless dead

Difficulty: 11

Potential Adversaries: Corrupted Spirits (Deeproot Defender, *Phantom*), Living Dead (Skeleton Warrior, Zombie Pack, Patchwork Zombie Hulk)

FEATURES

Room for One More - Passive: If a PC marks their last HP while in the graveyard, they become a *Specter* instead of making a death move. While a *Specter*, a PC can communicate with the living but can't interact with the physical world, and they must stay within Close range of their corpse or cross through the veil of death. This condition is cleared when the PC clears a HP.

What new information or experience does a PC gain from becoming a specter? How can the party reunite the PC's spirit with their flesh? What happens if their ritual goes wrong?

Hallowed Ground - Passive: At the center of the graveyard is a seemingly undisturbed chapel. On a successful Instinct Roll, a PC can discover this structure is sanctified against the cemetery's denizens. While inside the chapel, the PCs have advantage on action rolls to fight or drive off spirits and undead.

Who sanctified this place, and what happened to them? What holy relics can be found here?

Misty Miasma - Action: **Spend a Fear** to fill an area within Far range with a low-lying ectoplasmic fog that seeps up through the soggy earth. When a PC rolls with Fear while in the miasma, they must mark a Stress.

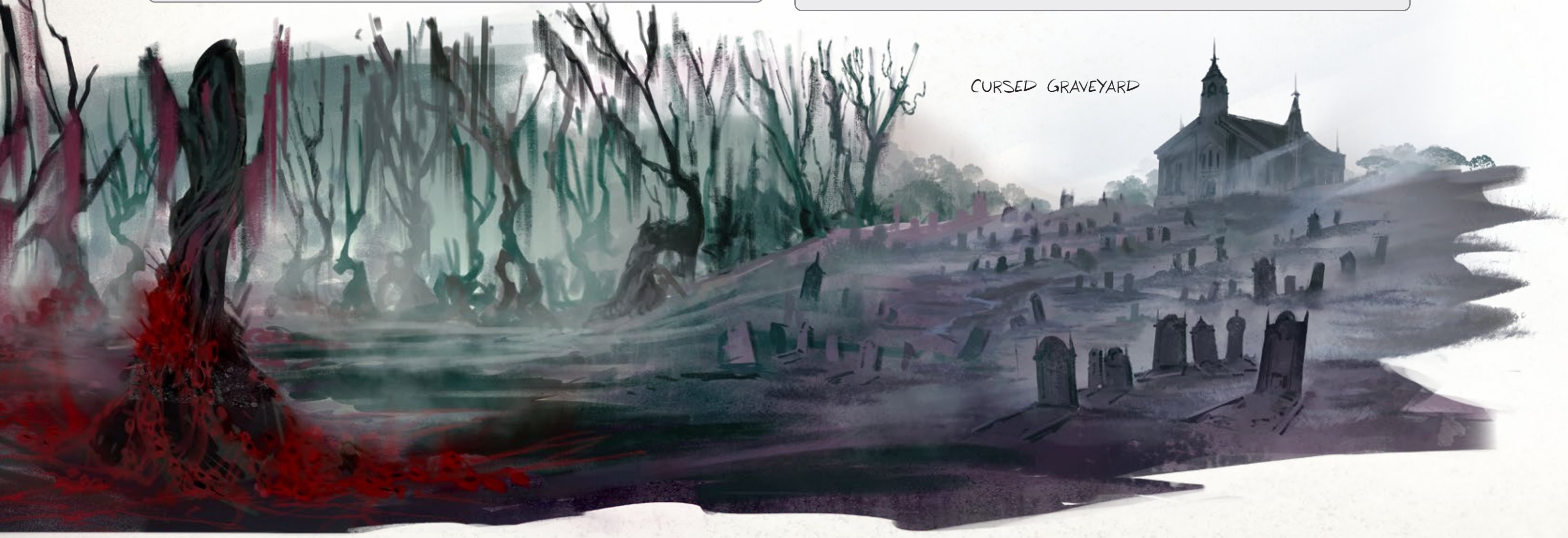
What horrors do the PCs see in the fog? What disorienting smell does the miasma emit?

The Dead Arise - Action: **Spend a Fear** to have undead hands burst forth from the ground beneath a PC. The target must succeed on an Agility or Presence Reaction Roll or mark a Stress and become temporarily *Restrained* as hands grasp them.

Who were these people in life? Why were they buried here? Why won't they stay dead?

The Dead Don't Die Easy - Reaction: When an adversary would mark their last HP, roll a **d6**. On a result of 5 or 6, the adversary doesn't mark it.

Who commanded this land to reject death? How do the dead come back different here?



CORRUPTED SWAMP

GRAND FEAST

Tier 1 Social

A community-wide celebration featuring way too much drink, food, and fun.

Impulses: Bring everyone together, celebrate a momentous occasion, encourage revelrous abandon

Difficulty: 11

Potential Adversaries: Apprentice Assassin, Guard, Merchant, Petty Noble, Sellsword, Spy

FEATURES

Loose Lips & Fast Friends - Passive: Everyone is here to have a good time. PCs have advantage on Presence Rolls to socialize with other revelers.

What is everyone celebrating? Where's the party? Who's footing the bill?

The Evening's Entertainment - Action: The host of the feast kicks off the entertainment portion of the evening. Each PC can make an action roll to initiate a performance, competition, or other lighthearted diversion. A PC who succeeds becomes an *Honored Guest*. Until the feast ends, an *Honored Guest* can claim a gift from the host, then clear the condition.

What does the host want to see or hear more than anything else? What can they offer the PCs in return?

"There's Always That One..." - Action: **Spend a Fear** to *Trap* a PC in conversation with the most unpleasant person at the party until the PC succeeds on an action roll to extricate themself from this social black hole. While *Trapped*, a PC can't make action rolls except to try to clear this condition. When a *Trapped* PC fails an action roll, they must mark a Stress.

What makes this dud so unpleasant? What's something the PC cares about that the dud constantly diminishes or dismisses? What boring or awful thing can the dud not shut up about?

Last Call - Reaction: After a long night, the partygoers start filtering out. When the feast concludes, all PCs who participated in the festivities clear all Stress and gain a Hope. Additionally, each *Honored Guest* clears all HP and gains an additional Hope, then clears the condition. Each PC who overindulged must succeed on a Strength Reaction Roll or become *Hungover* until their next rest. While *Hungover*, a PC gains a −1 penalty to action rolls.

What crazy stories do the PCs share with one another as they leave the party? Who do the PCs see unexpectedly canoodling afterward?

HOLD THE LINE

Tier 1 Event

The party must fend off multiple waves of enemies long enough for an ally to complete an important objective.

Impulses: Crash waves of enemies upon the party's shores, never let them breathe, target their charge

Difficulty: 11

Potential Adversaries: Guards, Jagged Knives, Pirates, Skeletons, Zombies

FEATURES

Bodyguards - Passive: The PCs must protect an NPC (their "Charge") long enough for the Charge to complete a task, such as finishing a magical ritual or repairing a mechanical device. At the start of the scene, activate a Task Countdown with a value equal to the number of PCs in the scene. It ticks down when the PCs defeat a wave of adversaries. When it triggers, the Charge completes their task.

Who are the PCs protecting, and what is the Charge trying to do? Who wants to stop them? What will happen if the Charge isn't able to complete their task?

"I Must Not Fail!" - Passive: When the first wave of adversaries appears, place a Resolve Countdown next to the Charge with a value equal to the number of PCs in the scene. When an adversary makes an attack against the Charge, the attack automatically succeeds and ticks down the Resolve Countdown. When it triggers, the Charge either flees, dies, or becomes incapacitated.

Why is this task so important to the Charge? What has the power to break their resolve?

Swarming Multitudes - Passive: All adversaries gain the "Relentless (2)" feature: They can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Where does these foes' newfound power come from? Is there any way to cut them off from it?

Waves upon Waves - Reaction: When there are no adversaries in the scene, summon a wave of adversaries at Far range from the Charge. Each wave comprises two Tier 1 Minions for each PC in the scene.

Where do these adversaries come from? Who leads them from the shadows?

HOLD THE LINE

LOCAL FESTIVAL

Tier 1 Social

Commoners and nobles alike gather from the surrounding area for a weeklong celebration.

Impulses: Express local culture and history, forge new relationships, reinforce community

Difficulty: 11

Potential Adversaries: Festival Security (Bladed Guard, Head Guard), Local Luminaries (Commoner, Merchant, Petty Noble), Sundry Ne'er-Do-Wells (Jagged Knife Bandit, Lackey)

FEATURES

Remember, Remember - Passive: This time of year marks an important anniversary or astronomical event, such as the founding of the town or the summer solstice. On a successful Knowledge Roll, a PC can answer one of the questions below (or two, if they critically succeed). On a failure, they answer one question, but you decide which part of their answer is inaccurate and gain a Fear.

- The festival celebrates a crop or export that is critical to the economy here. What is it?
- Why didn't the festival happen last year?
- This festival is similar to another one held in a neighboring region. What makes them different?

What are the locals celebrating? What is the festival famous for? How did the PCs first hear about it?

Political Machinations - Passive: While everyone is gathered in one place, the locals take the opportunity to quash feuds, drum up new business, and navigate local politics. A PC can stick their nose in the goings-on by making a Presence Roll. On a success, they make a connection to a local luminary who can give them a job, share important information, or make useful introductions. On a failure, they must mark a Stress.

What new crisis is on everyone's lips? Why can't this community solve the problem on its own? What reward can they offer the PCs in exchange for their aid?

"Let the Games Begin!" - Action: One of the festival's signature events is a sporting competition or series of games. If one or more PCs throw their hat into the ring, introduce rival competitors for them to face off against. To claim victory, the PCs must complete a Progress Countdown (5) to win events or score points before their rivals complete a Consequence Countdown (5).

What skills or abilities does this competition test? What does the victor win? Why is failure not an option for the PCs or their rivals?

Legendary Local - Action: The festival culminates in the arrival of a figure from local folklore who performs special duties for the local community, such as giving treats to children, heckling the gentry, or blessing next year's crops. If the PCs show this figure the proper deference and respect, they gain an appropriate blessing, such as a cryptic prophecy or a magical trinket, and gain **1d4** Hope to distribute among the party. If they insult the figure, they take **1d6+2** magic damage as the figure curses them, and you gain a Fear.

Is this a singular entity or a mantle passed from person to person? What distinctive form do they possess? What is the source of their power to grant boons and banes?

RAIDING PARTY

Tier 1 Event

A pirate ship disgorges its crew into a port town or shoreline village to loot and plunder.

Impulses: Light it on fire, overwhelm with speed and numbers, take everything that isn't nailed down

Difficulty: 11

Potential Adversaries: Ship's Crew (Pirate Captain, Pirate Raiders, Pirate Tough)

FEATURES

Rally the Locals - Passive: *Progress Countdown (5).* When the pirates first appear, activate the countdown. It ticks down when a PC succeeds on an action roll to stem the chaos and destruction of the pirate raid. When it triggers, the locals become inspired by the party's actions and join the fight against the pirates. Each PC gains a **d6** Morale Die, which they can spend to add to an action, reaction, or damage roll.

How do the pirates threaten or endanger the town besides attacking its inhabitants? What defenses can the PCs take advantage of?

Parley - Passive: On a successful Knowledge Roll, a PC knows enough pirate law to demand a parley with the Pirate Captain. Once the parley is issued, the captain pauses the combat to allow a PC to sue for peace or negotiate the terms of surrender with a Presence Roll.

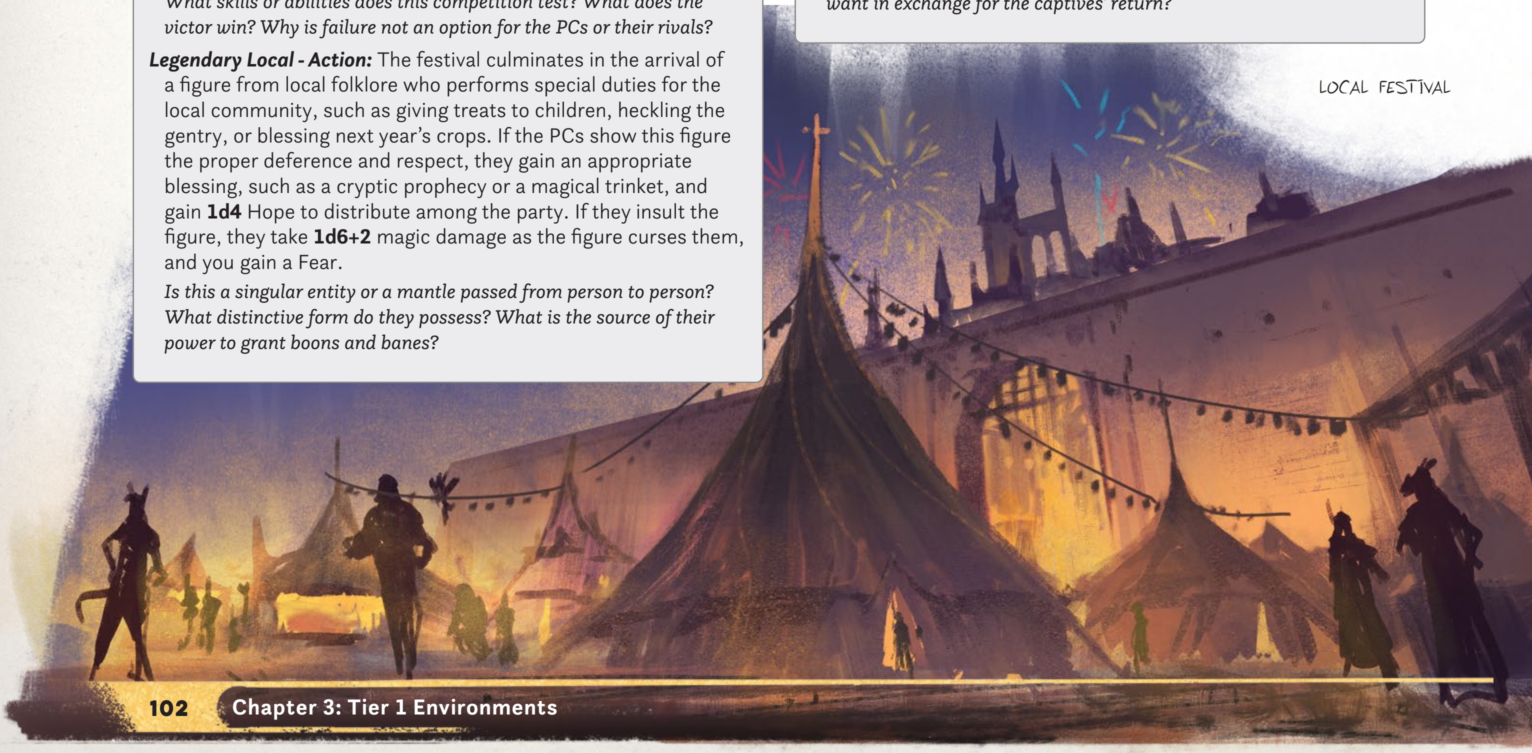
Why do these pirates respect this captain enough to follow them? What do they care about more than ill-gotten booty?

***"Fire the Cannons!" - Action:* Spend up to 3 Fear** to have the pirate ship fire its cannons into the combat. For each Fear spent, choose a point anywhere on the battlefield. Each PC within Close range of one or more of those points must make an Agility Reaction Roll. Targets who fail take **1d8+3** physical damage. Targets who succeed must mark a Stress or take half damage.

What collateral damage do these cannonballs cause? Whose lives do they wantonly endanger?

Take Captives - Reaction: When a number of pirates equal to the number of PCs in the scene are defeated, roll a **d6**. On a result of 5 or 6, the pirates change tactics, capturing locals and retreating to the ship so they can ransom the captives later. Activate a Consequence Countdown (4). It ticks down when a PC makes an action roll. When it triggers, the pirates sail away with their victims.

Who do the pirates deem the best captives, and why? What do they want in exchange for the captives' return?



LOCAL FESTIVAL

TIER 2 ENVIRONMENTS (LEVEL 2–4)

BEACH DAY

Tier 2 Social

The party takes a break from their adventure for some rest and relaxation in a seaside settlement.

Impulses: Conjure images of sand and surf, give them a breather, prepare them for the conflict ahead

Difficulty: 14

Potential Adversaries: None

FEATURES

R&R - Passive: The party finds themselves in a location where the concerns and conflicts of the outside world melt away. When the PCs rest here, they gain an additional downtime move, the GM doesn't gain Fear, and no long-term countdowns advance.

What's so relaxing about this place? Does it remind you of somewhere you've been before?

"Our Story So Far..." - Passive: Once per scene when a PC recounts a memorable moment from the campaign in conversation with another PC, they both gain a Hope.

What sounds, smells, or sensations does the memory conjure in your mind? How did that moment permanently change you—or your opinion of your companion?

Local Trouble - Action: **Spend a Fear** to interrupt a PC's respite with a minor complication, such as a gang of surly beach bums, an overly exuberant fan, or a really bad sunburn. The PC must gracefully resolve the situation or mark a Stress from the resulting embarrassment or frustration.

Why does this PC draw their attention? What do the locals care about more than these newly arrived adventurers?

Fashion Show - Reaction: When the party prepares for their first day at the beach, have each player describe how their PC changes their attire to be more appropriate for the environment. The GM gives the PC with the freshest look a **d6** Fresh Die that can be spent to add to any action or reaction roll.

What's the fashion in this area? Where do the PCs source their new beach-themed articles and accessories?

DEADLY DUNGEON

Tier 2 Exploration

A dimly lit subterranean network of tunnels and chambers filled with monsters, traps, and treasure.

Impulses: Devour the party's resources, spring the trap, tempt them with treasure, throw monsters at them, turn them around

Difficulty: 14

Potential Adversaries: Dungeon Denizens (*Gobstalker*, Green Ooze, *Ravenous Mockery*, *Rust Eater*), Rival Adventurers (Giant Brawler, Masked Thief, War Wizard)

FEATURES

Twists and Turns - Passive: *Countdown (6)*. When the party enters the dungeon, activate the countdown. It ticks down when a PC succeeds on an action roll to navigate the passages. When it triggers, the PCs reach the deepest, darkest, best-defended part of the dungeon.

What reward lies at the heart of the maze? Who built this labyrinth to protect it?

Deep Pockets - Passive: Once per rest, the PCs can find a cache of treasure inside the dungeon, either on the corpses of previous delvers or behind hidden doors. On a successful roll to navigate the dungeon, a PC can spend up to 5 Hope to roll that number of **d6s**. Each result rolled gains the party the following loot or equipment:

1. Loose gemstones, jewelry, baubles, or coins equal to a handful of gold
2. A common item or consumable
3. An uncommon item or consumable
4. A rare item or consumable
5. A legendary item or consumable
6. A weapon or an armor from the party's tier

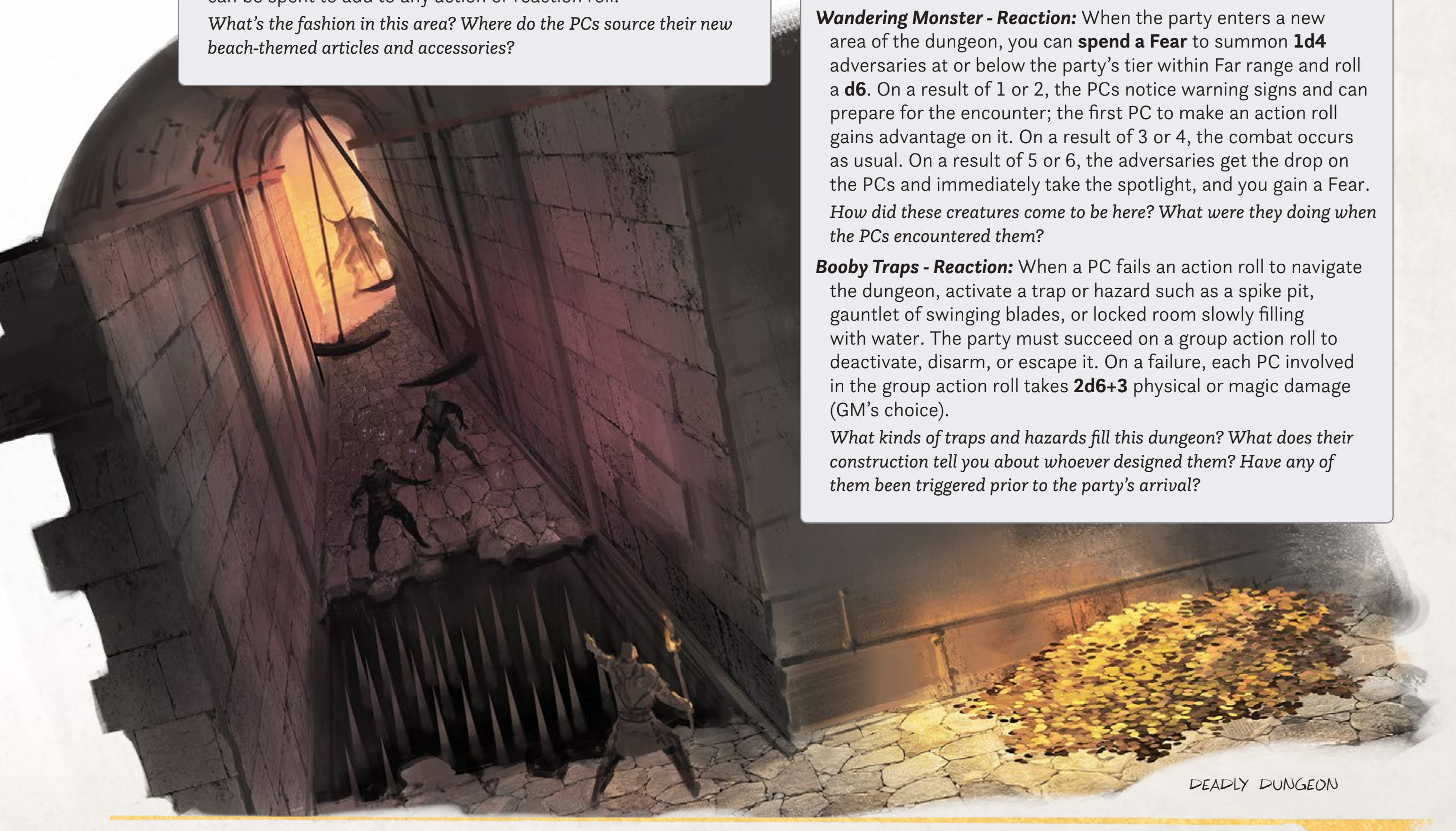
What were the previous owners like? How do the PCs plan to get their purloined items out of the dungeon?

Wandering Monster - Reaction: When the party enters a new area of the dungeon, you can **spend a Fear** to summon **1d4** adversaries at or below the party's tier within Far range and roll a **d6**. On a result of 1 or 2, the PCs notice warning signs and can prepare for the encounter; the first PC to make an action roll gains advantage on it. On a result of 3 or 4, the combat occurs as usual. On a result of 5 or 6, the adversaries get the drop on the PCs and immediately take the spotlight, and you gain a Fear.

How did these creatures come to be here? What were they doing when the PCs encountered them?

Booby Traps - Reaction: When a PC fails an action roll to navigate the dungeon, activate a trap or hazard such as a spike pit, gauntlet of swinging blades, or locked room slowly filling with water. The party must succeed on a group action roll to deactivate, disarm, or escape it. On a failure, each PC involved in the group action roll takes **2d6+3** physical or magic damage (GM's choice).

What kinds of traps and hazards fill this dungeon? What does their construction tell you about whoever designed them? Have any of them been triggered prior to the party's arrival?



DEADLY DUNGEON

DUEL

Tier 2 Event

An adversary challenges one of the PCs to single combat as the rest of the party aids them from the sidelines.

Impulses: Focus on one PC, goad them into overcommitting, inflict an embarrassing defeat, sideline the rest of the party

Difficulty: Special (see "Relative Strength")
Potential Adversaries: Any

FEATURES

"I Demand Satisfaction." - Passive: When an adversary challenges a PC to one-on-one combat, the PC chooses whether to accept. If they reject the challenge, they must mark a Stress, and you gain a Fear. If a PC accepts an adversary's challenge, activate a Progress Countdown (6) and a Consequence Countdown (4). If the Progress Countdown triggers first, the PC wins the Duel and gains a favor or concession from their adversary. If the Consequence Countdown triggers first, the adversary wins the Duel and claims a favor or concession from the PC.

Why was this PC chosen? What do they expect to win if they prove victorious?

Relative Strength - Passive: The Difficulty of this environment equals that of the adversary who issued the challenge.

Who issues the challenge? What are they fighting for?

Rules of Engagement - Passive: During the Duel, the challenged PC is the only one who can make action rolls. Other PCs can only aid the challenged PC indirectly: They can Help an Ally, initiate group action rolls or Tag Team Rolls, and use any of their features that don't directly affect the challenging adversary.

Where does this conflict take place? How does the environment offer the rest of the party an opportunity to aid their ally without interfering?

Dirty Tricks - Action: **Spend a Fear** to have the challenging adversary or one of their allies cheat. A PC can notice their underhanded action with a successful Instinct Reaction Roll and respond in kind.

What's off-limits in this conflict? How does the adversary's ally bend the rules without breaking them, or break the rules without getting caught? How can the PCs rebalance the scales?

HEIST

Tier 2 Event

The party must gain access to a hidden or well-protected location to acquire the information or items secured within.

Impulses: Make the party prepare, split them up, throw up obstacles, trap them inside, use up their resources

Difficulty: 14
Potential Adversaries: Head Guard, Minotaur Wrecker, Secret-Keeper, Spectral Guardian

FEATURES

Prep Work - Passive: Prior to the Heist, each PC has the opportunity to gather a key piece of information, surveil the location, or acquire a helpful tool or resource. Give each player the opportunity to describe one obstacle they expect to encounter and how they set themselves up to overcome it, then have them make an action roll. On a success, they get the information or asset they sought. On a success with Fear, it's less useful than they expected (for example, they discover the location of a hidden access point but learn that breaching it will likely be difficult and noisy).

How does the PC gain this advantage? Do they go it alone or ask for help? What unforeseen complications arise during the heist itself?

Infiltration - Passive: Establish the goal of the Heist and start two dynamic countdowns: a Progress Countdown (12) to represent the party's work toward their goal and a Consequence Countdown (10) to represent the rising risk of discovery and capture. Advance both according to the Dynamic Countdown Advancement table as the PCs make action rolls to complete the Heist. If the Progress Countdown triggers first, spotlight this environment to use the "Exfiltration" feature. If the Consequence Countdown triggers first, gain **1d4** Fear, spotlight this environment, and use the "Sound the Alarm" feature.

What is the party going after, and where is it located? What unexpected obstacles will they encounter? What happens if the party gets caught?

Saw This Coming - Passive: Once per session, a PC can spend a Hope to explain how they prepared for the current situation and reveal a key piece of information (such as the location of a hidden passage or the password to a restricted area) or produce a helpful item (such as a cultist's uniform left unattended or a common consumable hidden in their boot).

What did the PC prepare in advance? How did they know they'd need it? What did it cost them to set up, or whom do they owe a favor to?

Exfiltration - Reaction: When the Progress Countdown triggers, the party acquires the object of the Heist and must succeed on a group action roll to escape without capture. On a failure, each PC takes **2d12** direct physical damage and must mark a Stress.

What makes getting out even more dangerous than getting in? What unforeseen developments stymie the party's original escape plan?

Sound the Alarm - Reaction: When the Consequence Countdown triggers, the party is discovered and the location enters *High Alert*. Summon a number of Tier 2 adversaries equal to the number of PCs in the scene and immediately spotlight one. While this environment is on *High Alert*, all adversaries gain a +1 bonus to their Difficulty.

What makes these adversaries uniquely suited to guard this location? What do they know about this place that gives them an edge?

HEIST

MASQUERADE BALL

Tier 2 Social

A high society gala where masked revelers trade secrets and favors.

Impulses: Dance the night away, eat and be merry, make secret deals, trade valuable information

Difficulty: 14

Potential Adversaries: Operatives (Masked Thief, Master Assassin, Spy), Revelers (Courtesan, Merchant Baron, Royal Advisor)

FEATURES

Costumes Required - Passive: Everyone at the ball is expected to arrive in costume. PCs have advantage on Presence Rolls to convince others they are someone—or something—they're not.

What do the PCs come dressed as? What do their costumes reveal about their true selves?

"Care to Dance?" - Passive: While dancing, a PC can make an Agility Roll instead of a Presence Roll to influence others.

What's notable or unique about the dances that are in fashion here? Where did the PCs learn how to perform them?

Mistaken Identity - Action: A very important person confuses a PC with an even more important person. The target can play into the misunderstanding with a Presence Reaction Roll. On a success, the PC can ask the VIP to perform a favor, relay a key piece of information, or make an introduction. On a failure, the PC marks a Stress as their true identity is discovered, and they are threatened with ejection from the party.

Who does the VIP mistake them for? What doors does their mistake open? What dangers does it bring?

Cloak and Dagger - Action: **Spend a Fear** to have an operative try to steal something valuable or assassinate someone important. A PC can make an Instinct Roll to try to notice them before they achieve their objective. On a success, the PC gains the opportunity to intervene. On a failure with Fear, the PC is erroneously implicated in the crime.

Who does the operative work for? Why did they send them to the masquerade?

OCEAN VOYAGE

Tier 2 Traversal

The PCs gain passage to a far-off destination by offering their labor in exchange.

Impulses: Reveal what lurks beneath the waves, send them in the wrong direction, sink the ship, use up their resources

Difficulty: 14

Potential Adversaries: Deep Sea Denizens (Electric Eels, Kraken, Shark, Siren), Pirates (Pirate Captain, Pirate Raiders)

FEATURES

Open Water - Passive: *Countdown (8)*. Reaching their destination requires the party to complete the Open Water Countdown. It ticks down when a PC succeeds on an action roll to aid the ship's journey.

Where is the ship headed? What dangers along the route do the crew speak about in hushed tones?

Rations Run Low - Passive: The first time a PC rolls a failure with Fear on this journey, the crew discovers that the food and fresh water in the ship's hold have been befouled by pests and mold. Until the party reaches its destination, a PC who makes an action roll to advance the Open Water Countdown must succeed on a Strength Reaction Roll or mark a Stress first.

What happened to the rations? What drastic measures does the crew take to ensure they don't all die of hunger and thirst?

"Pirates!" - Action: **Spend a Fear** to have a crewmember in the crow's nest spy black sails on the horizon! Start a Consequence Countdown (4). If it triggers before the party reaches their destination, the pirates catch up to the ship and board it. Gain a Fear, then summon one Pirate Captain and three Hordes of Pirate Raiders within Close range of the party.

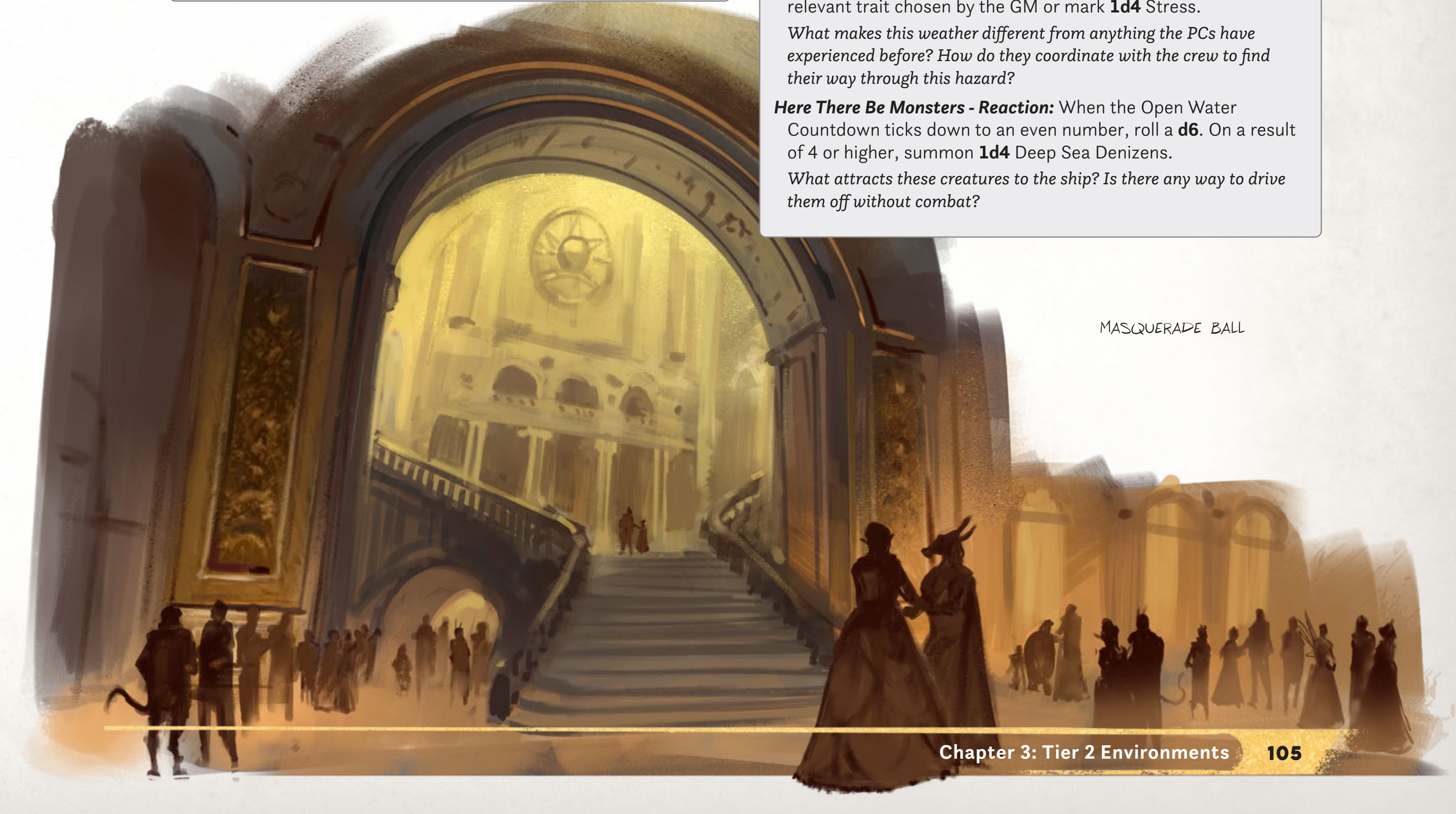
Does the captain recognize the ship that's giving chase? What ungentlemanly practices are the pirates in this area famous for?

Foul Weather - Reaction: When the Open Water Countdown ticks down to an odd number, roll a **d6**. On a result of 4 or higher, the ship runs into a patch of foul weather, such as a fog bank that makes navigation difficult or a squall that threatens to capsize the ship. Each PC must succeed on a reaction roll using a relevant trait chosen by the GM or mark **1d4** Stress.

What makes this weather different from anything the PCs have experienced before? How do they coordinate with the crew to find their way through this hazard?

Here There Be Monsters - Reaction: When the Open Water Countdown ticks down to an even number, roll a **d6**. On a result of 4 or higher, summon **1d4** Deep Sea Denizens.

What attracts these creatures to the ship? Is there any way to drive them off without combat?



MASQUERADE BALL

VAST DESERT

Tier 2 Traversal

A parched expanse of sandy dunes, desolate salt flats, and windblown rock formations.

Impulses: Dehydrate, show desolate beauty, threaten danger on the horizon

Difficulty: 14

Potential Adversaries: Acid Burrower, Desert Raiders (Jagged Knife Bandits), *Landshark*, *Sandwyrm*

FEATURES

Endless Sands - Passive: *Countdown (8)*. To cross the desert, the party must complete the countdown. It ticks down whenever a PC succeeds on an action roll to navigate the seemingly endless expanse.

How do the PCs travel through the desert? What beyond the extreme distance and lack of water makes this area difficult to cross?

Water Supply - Passive: When the party starts their journey, place a number of tokens on this stat block equal to 1 + the number of PCs in the scene. Remove a token at the end of each long rest or when a PC fails an action roll to navigate the desert. When a token would be removed but there are none left, each PC must mark a HP and a Stress. A PC can add a token to this stat block by using a downtime move and making a successful Knowledge Roll to hunt for water.

What sorts of water-preserving flora or terrain features have the PCs heard might be found in this desert? How do the PCs collect and carry the water they find?

Shifting Sands - Passive: The ever-shifting dunes and the whipping wind make trailing creatures through this environment difficult. Action rolls to track creatures through the desert are made with disadvantage.

How do the dunes and landscape shift whenever the heroes rest? What is covered or uncovered by the wind?

***Thunderstorm - Action:* Spend a Fear** to have a torrential downpour soak the land. Each PC must either seek shelter from the storm or collect rainwater. Each PC who seeks shelter marks a Stress. The PCs who collect rainwater make a group action roll.

- On a success with Hope, add **1d4** tokens to the Water Supply.
- On a success with Fear, add 1 token to the Water Supply.
- On a failure with Hope, each PC who took part in the group action roll marks a Stress.
- On a failure with Fear, each PC who took part in the group action roll marks a Stress, and the PC who rolled the lowest takes **2d8+4** physical damage from the storm.

How does the storm look to the heroes as it rolls in from miles away? Is the storm natural or unnatural? How can you tell?

***Sandstorm - Action:* Spend a Fear** to summon a sandstorm that disorients and harries travelers. Each PC takes **2d6+3** physical damage. Until the sandstorm dissipates, a PC who makes an action roll must succeed on an Agility Reaction Roll to avoid the swirl of rocks and debris or take **2d6+3** physical damage.

What do the dwellers of this desert wear to weather the sandstorms? How are the dwelling places the party finds here designed to withstand the winds?

WITCH'S HUT

Tier 2 Exploration

A rustic, windowless hut sitting atop two huge chicken legs.

Impulses: Creep them out, delay them until the witch's return, lock them inside, move to a different location, tempt them with magical oddities

Difficulty: 14

Potential Adversaries: *Chicken-Foot Hut*, Enchanted Defenses (*Gargoyle, Ravenous Mockery, Scarecrow*), *Valdenhax*, The Witch's Victims (*Jack-o'-Lanterns, Redcap Biters*)

FEATURES

Bigger on the Inside - Passive: Though the hut's exterior is a rustic single-room cottage, the interior is an ever-shifting estate of haunting splendor replete with numerous bedrooms, libraries, and indoor gardens, among other mysterious installations.

Is there any pattern to the way the hut rearranges itself? What is the most surprising location the PCs could find here?

Creepy Doll Collection - Passive: *Countdown (5)*. Throughout the hut, the PCs can see many, many porcelain or wooden dolls with strangely lifelike eyes. When the party first enters a doll's line of sight, activate the countdown. It ticks down when a PC fails a roll or rolls with Fear. When it triggers, the dolls come to life and attack. Summon a number of living dolls (Redcap Biters) equal to twice the number of PCs.

Who were these dolls before? Is there any way to free them from their imprisonment?

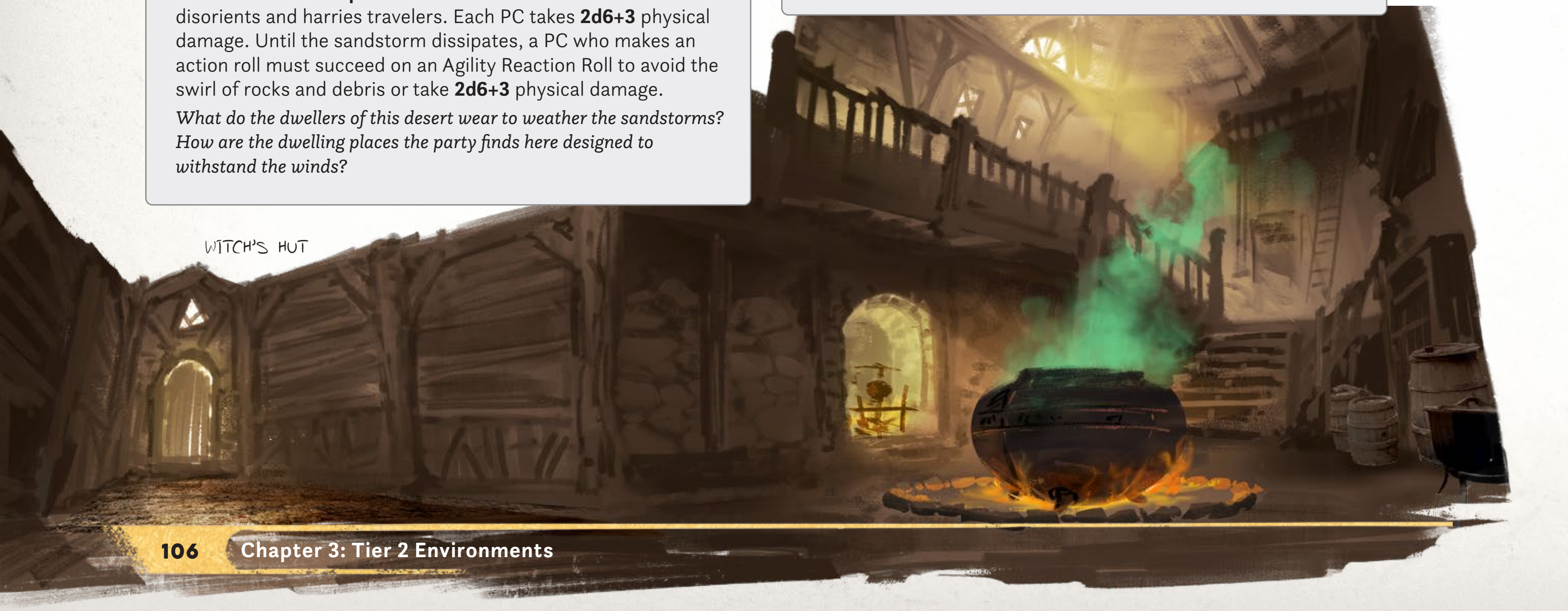
Witches' Brew - Passive: The hut contains a workshop with every tool or component a witch could need, including a large iron cauldron set atop a smoldering fire. A PC who wants to use the workshop can make a Spellcast Roll to craft a magic potion or poison from the Consumables table.

- **Any Failure:** The experiment blows up in their face—literally. The PC takes **2d10+2** magic damage.
- **Any Success:** The PC rolls a number of d12s equal to 1 + their tier, adds the results together, and gains the consumable that matches that value on the Consumables table. If they critically succeeded, they can reroll any d12s showing a result of 1.

What sorts of concoctions does the witch who owns this hut specialize in? What would the witch do if they found the PCs using their things?

Dislocated - Reaction: Time moves differently inside the Witch's Hut. When the door to the hut is closed, roll a **d6**. On a result of 4 or higher, the hut moves to a different—often impossibly far–location that's only revealed to the PCs when they open the hut's door again.

Why does the hut move so often? Where does it wish to bring the PCs? Is there any way to aim it at a specific location?



WITCH'S HUT

TIER 3 ENVIRONMENTS (LEVELS 5–7)

ARCHMAGE'S TOWER

Tier 3 Exploration

An impossibly tall spire that pierces the heavens and resonates with immense power.

Impulses: Collect magical energy, exhaust intruders, reveal the unknown, unleash bursts of magical power

Difficulty: 16

Potential Adversaries: Alchemical Creations (*Chimera*, *Lamia*, *Manticore*), *Archmage*

FEATURES

Mystical Defenses - Passive: *Countdown (12).* To climb the tower, the PCs must complete the countdown. On a failure or a roll with Fear, they trigger one of the archmage's many arcane traps and hazards, taking **3d10** magic damage. On a failure with Fear, the damage dealt gains a bonus equal to the PC's level.

What do the designs of the archmage's defenses tell you about their specific area of expertise? What signature style or flourish do the traps and hazards all share?

Archmage's Aerie - Passive: The top floor of the tower is a many-chambered laboratory, library, and workshop containing everything needed to study magic in its highest forms. A PC with a Spellcast Trait can make a Knowledge Roll to partake in the archmage's research. On a success, they gain a +1 bonus to their Spellcast Rolls until their next long rest. On a failure, their investigation goes wrong, and they take **3d8+4** magic damage.

What part of the aerie calls to you? What do the archmage's notes reveal to you?

Amalgamated Adversaries - Reaction: **Spend a Fear** to summon two adversaries within Close range of a PC. Each adversary can use the other's features as if they were their own.

Which creatures has the archmage chosen to combine? What do they hope to learn in doing so?

ASTRAL REALM

Tier 3 Traversal

A psychic realm of energy and emotion, where the strong in spirit can reshape the rules of reality.

Impulses: Attack their psyches, summon their subconscious fears, warp their perceptions

Difficulty: 16

Potential Adversaries: Demon of Despair, Elemental Spark, *Pain Priest*, Psychic Vampires (Head Vampire, *Night Children*)

FEATURES

Out-of-Body Experience - Passive: Because the party isn't physically in this realm, Strength, Agility, and Finesse Rolls automatically fail. Additionally, when a character would mark a HP, they must lose a Hope or mark a Stress instead. If a character can't mark a Stress, they must make a death move.

How does the projection of your mental self-image differ from your physical appearance? Which one do you consider the "real" you?

Mental Manifestations - Passive: With a successful Knowledge Roll, PCs can alter the psychic environment, such as by inverting gravity or conjuring a rapidly self-assembling staircase. A PC can use a mental manifestation once per scene to gain advantage on a roll to navigate the Astral Realm.

Is the construct you manifest a memory from real life or a figment of your own imagination? What key detail do you focus on to make it more stable?

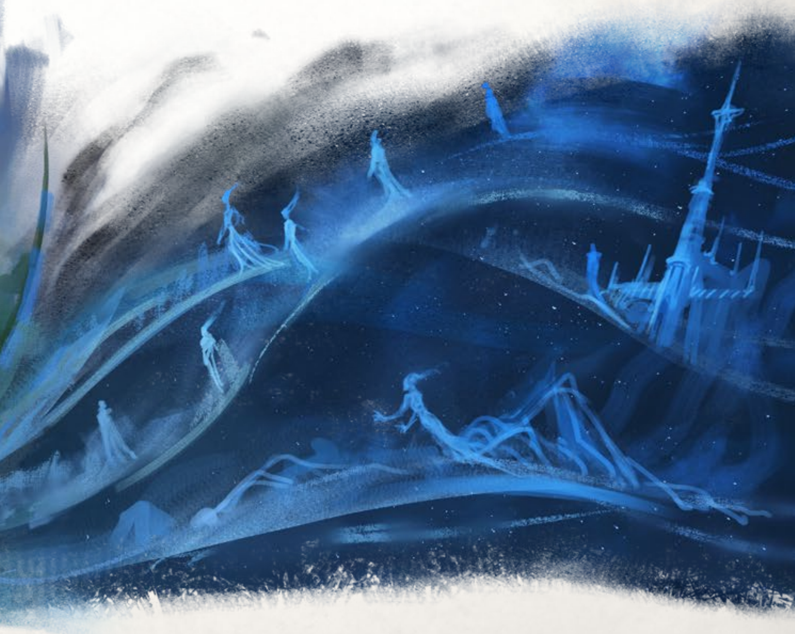
Matter Is Illusion - Passive: *Countdown (10).* Time and distance are relative here, and simply moving through the space requires an act of will. To cross the Astral Realm, the party must complete the countdown using only Knowledge, Instinct, or Presence Rolls. On a failure with Fear, a PC takes **3d8** direct magic damage.

Do you think or feel your way through this place? What difference does it make here?

Astral Adversaries - Passive: Adversaries in the Astral Realm are immune to physical damage, as they are psychic projections instead of flesh and blood.

How does an adversary's astral form differ from their physical form? Why are these psychic projections drawn to the PCs?

ARCHMAGE'S TOWER



ASTRAL REALM

CRYSTAL WASTELAND

Tier 3 Traversal

A harsh and alien landscape that shines with towers of glittering crystal.

Impulses: Cut them to their core, fracture their psyches, show their true reflection

Difficulty: 16

Potential Adversaries: Adult Flickerfly, Constructs, Elemental Spark, Vault Guardians, *Whisper Wraiths*

FEATURES

Harmonic Resonance - Passive: The crystals here reverberate with magical energy. A PC can use a downtime move to try to *Attune* to the environment with a successful Spellcast Roll. While *Attuned*, the PC has advantage on Spellcast Rolls inside the Crystal Wasteland. The condition is cleared when the PC leaves the Crystal Wasteland.

How does attunement to this place alter your sensory experience of it? What sound or song from your childhood does this place conjure?

Gravitational Anomalies - Action: Strange, localized phenomena dot the landscape, warping distance and direction. **Spend a Fear** to alter the gravity at a chosen point. Each target within Close range of that point must make a Knowledge Reaction Roll to calculate their new trajectories. Targets who fail take **3d8+4** physical damage as they are thrown up and away. Targets who succeed must mark a Stress or take half damage.

What does it feel like as your body and mind fight to reestablish equilibrium? Is there any way to use this to your advantage?

Arcane Reflection - Action: **Spend a Fear** to have any number of PCs glimpse a reflection in the crystal of who they once were or might become. Each target must make an Instinct Reaction Roll. Targets who succeed see a vision of their better self and can replace one Experience. Targets who fail see a vision of their dark past—or an even darker future—and must mark a Stress. You gain a Fear for each target who failed.

Who do the PCs see on the other side of the crystal? How does it make them feel?

Razor-Sharp Terrain - Reaction: When a PC fails a roll to navigate the wasteland, they must make a Finesse Reaction Roll. On a failure, they cut themselves on the sharp edges of the terrain. Shards of magic crystal become embedded in their wound and slowly grow, *Crystallizing* them. Activate a Crystal Countdown (1) for that PC. Until they remove the condition with a successful Knowledge Roll, a *Crystallizing* PC ticks up their Crystal Countdown at the start of each rest and gains a penalty to their Evasion equal to its value. The countdown ends when the condition is cleared.

What does the crystal look like as it grows? What does it feel like?

Psychic Shuffle - Reaction: When the PCs take a long rest, you can **spend a Fear** to swap their psyches. Collect all the players' character sheets, then shuffle and randomly redistribute them. Each character sheet comes with that PC's Domain cards and player aids. A PC can regain their psyche with a successful Knowledge Roll, at which point they trade sheets with the player who has their original character sheet.

How does it feel being in someone else's skin? If you could choose to stay like them in one way, what would it be?

DRAGON'S LAIR

Tier 3 Exploration

A collection of gold, jewels, and artifacts in the heart of an active volcano.

Impulses: Lure into the levels below, make escape impossible, tempt with treasure, wake the dragon

Difficulty: 16

Potential Adversaries: The Dragon's Minions (*Drake*, *Wyvern*), *Young Fire Dragon*

FEATURES

The Dragon Wakes - Passive: *Consequence Countdown (8)*. The dragon that amassed this treasure lies sleeping somewhere on, under, or near the hoard. When the PCs enter the lair, activate the countdown. When it triggers, the dragon awakens and each PC must succeed on a Presence Reaction Roll or mark a Stress. You gain a Fear for each Stress marked this way.

Where does this dragon slumber? What does it dream about?

Treasure Hoard - Passive: At the heart of the lair sits a mountain of treasure. If the party wishes to locate the treasure, they must complete a Progress Countdown (12). When it triggers, the party can tick down the Consequence Countdown to search through the treasure mound by rolling a number of **d12s** equal to 1 + their tier on the Item or Consumable table (their choice).

How did the party learn of this collection? What do they hope to find here?

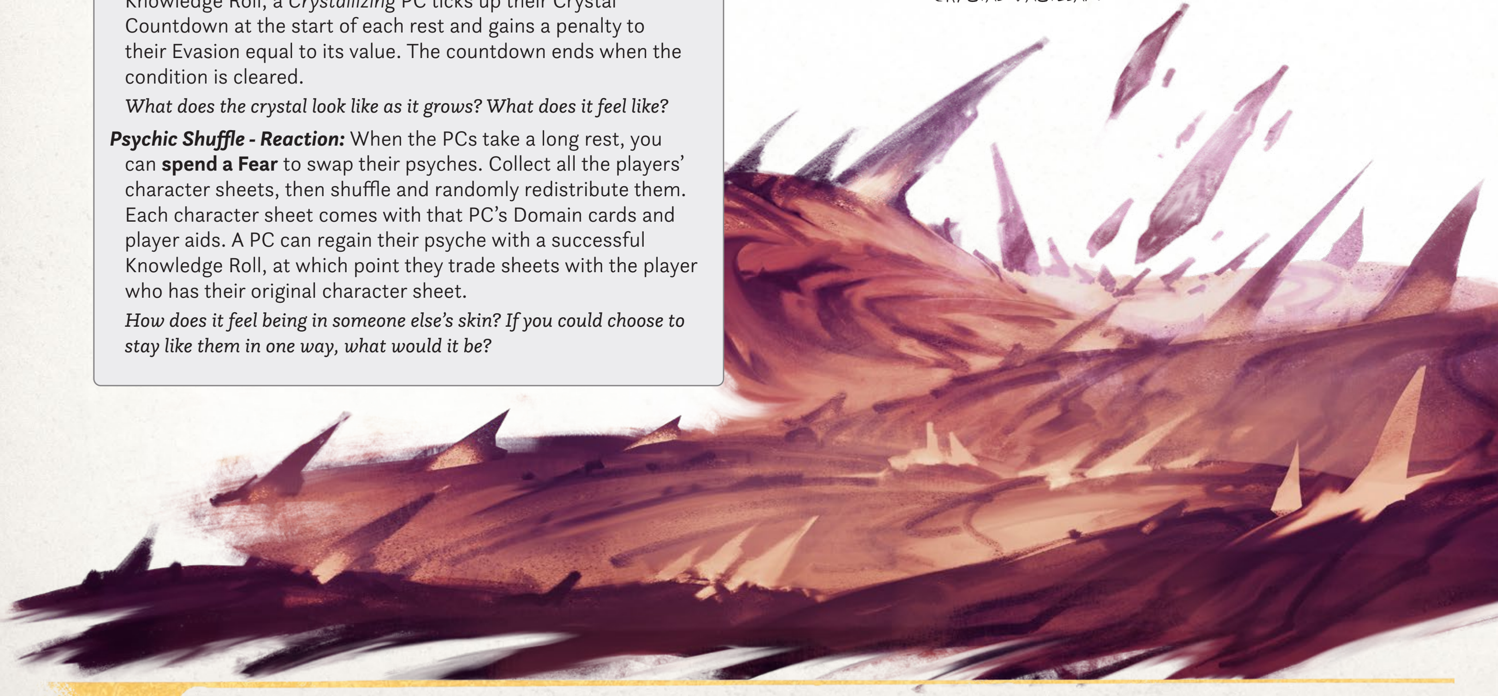
Volcanic Activity - Action: **Spend a Fear** to trigger a volcanic eruption. Each character must make an Agility Reaction Roll. Targets who fail are burned by gouts of lava and flame as the earth breaks around them and take **3d8+5** physical damage. Targets who succeed take half damage.

What paths of egress are blocked by the volcano's shifting configuration? How do the PCs protect themselves from the stifling heat?

Watchdogs - Reaction: When a PC fails a roll to navigate the lair, you can **spend a Fear** to summon **1d6** Drakes and up to two Wyverns, who appear within Close range of a PC and are immediately spotlighted.

Why do these creatures serve the slumbering dragon? What signs does the party find that foreshadow their presence?

CRYSTAL WASTELAND



MEGASTORM

Tier 3 Event

An extreme weather event suddenly manifests, forcing the party to balance their own survival against the safety of others.

Impulses: Blow hurricane winds, choke with mudslides, crumble structures, flood, throw debris, light up the sky

Difficulty: 16

Potential Adversaries: Greater Water Elemental, *Storm Titan*

FEATURES

Stormfront - Passive: *Countdown (8)*. When the storm arrives, activate the countdown. It ticks down when a PC rolls with Hope. When it triggers, the storm disperses or moves on to a different area.

Where is the safest place to weather the storm? What are the people here willing to risk their lives for?

Hazardous Conditions - Passive: The Megastorm's extreme wind, fog, and cloud cover make navigating the entire area difficult. PCs can't move as part of an action roll without succeeding on an Agility Reaction Roll.

Who else lost in the gyre? How can you lead them out?

Bomb Cyclone - Action: **Spend a Fear** to summon an extreme weather event, such as a thunderstorm or tornado, at a point of your choice. Each target within Close range of that point must succeed on a reaction roll using a trait you choose to avoid being pummeled by hail, thrown into the air, blasted by lightning, or a similar effect. Targets who fail take **2d10+2** damage of a type you choose.

Is this the worst weather any of the PCs have experienced? What in the immediate area can the PCs use to protect themselves?

Stormheart - Action: **Spend a Fear** to reveal the living battery of the Megastorm. Summon a Storm Giant or Greater Water Elemental within Far range of a PC, then immediately spotlight them. Until this adversary is defeated, the "Stormfront" countdown doesn't tick down. When this adversary is defeated, the Megastorm ends.

Did this creature conjure the storm for their own purposes, or do they serve an even greater entity? Why did they designate this place for destruction?

Panic in the Streets - Action: The Megastorm is sowing fear and chaos among the locals. Describe how the storm puts an NPC in danger. If the PC who next takes the spotlight doesn't use their action to rescue the endangered NPC, you gain a Fear.

Who's taking advantage of the situation? Who's supposed to be in charge here, and what happened to them?

SUNKEN CITADEL

Tier 3 Exploration

The sunken ruins of a long-lost civilization filled with ancient technology and dark magic.

Impulses: Draw them deep, drown them, reveal ancient wonders

Difficulty: 16

Potential Adversaries: *Cursed Merfolk, Deep Dweller, Plesiosaurus*

FEATURES

Underwater Environment - Passive: This environment is underwater (see the "Moving and Fighting Underwater" rules on page 168 of the core rulebook). In addition to those rules, a creature who breathes air tracks their supply with an Air Supply Countdown. Its starting value is equal to 3 + their tier, and it ticks down when they take an action. If a PC fails an action roll or rolls with Fear, you can use a GM move to tick down their countdown an additional time. If the roll is a failure with Fear, you can tick it down twice instead. Once their countdown triggers, a PC must mark a Stress whenever they take an action underwater until they resurface.

Have you ever known anyone who drowned? What do you think about to keep calm and stretch your air supply?

Air Pockets - Passive: A PC can reset their their Air Supply Countdown to its starting value by locating a pocket of air with a successful Knowledge or Instinct Roll.

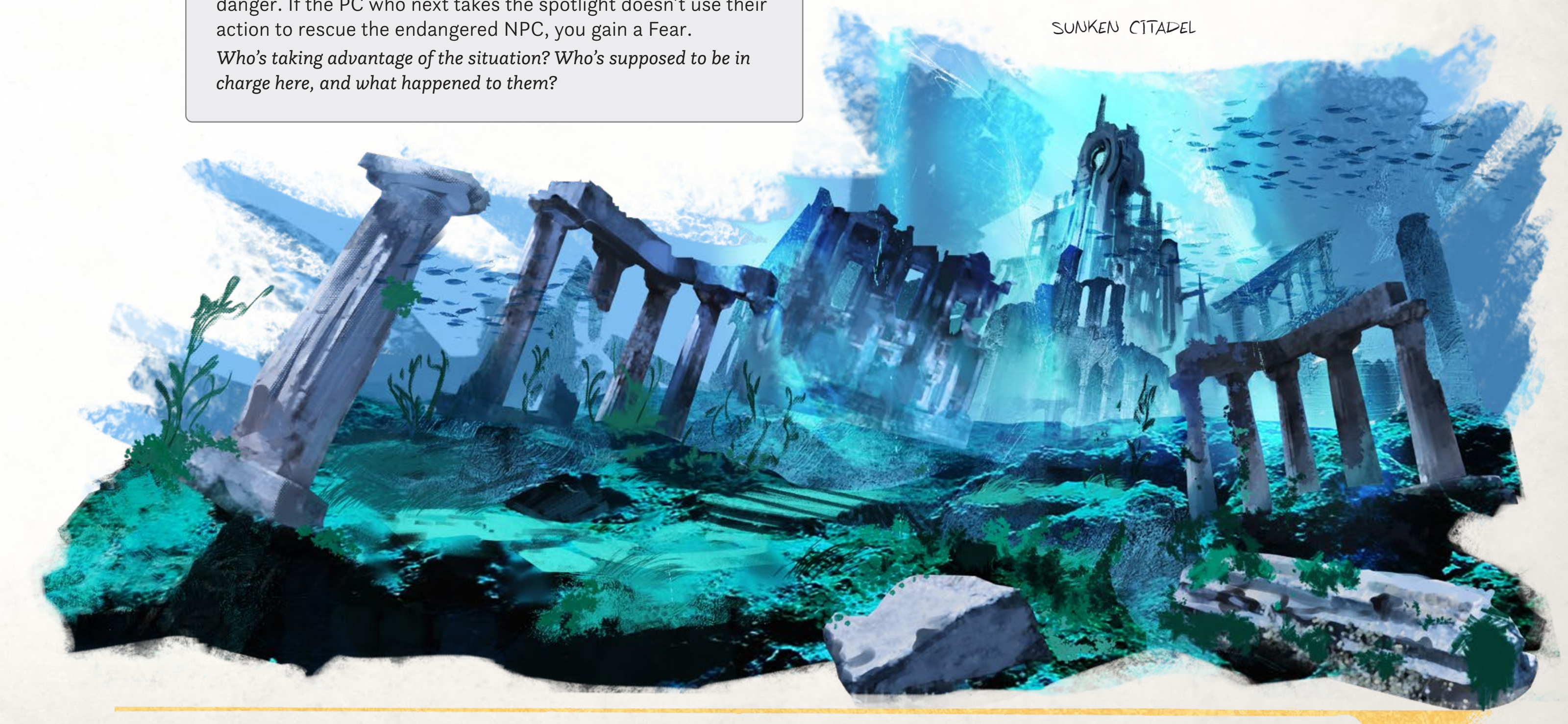
What signs or structures do you look for? What does it feel like to know this might be the last breath you take?

Lost Technology - Passive: The ruins are carved with strange magical runes and littered with lost technology. A PC can make a Knowledge Roll to learn useful information about this lost civilization from any runes or devices they come across.

Who once called this place home? How did their technology work? Why were they ultimately destroyed and cast down into the depths?

Deepwater Denizens - Action: **Spend a Fear** to summon up to two Deep Dwellers and **1d6** Cursed Merfolk who try to bind the PCs to their will. These adversaries appear at Close range of a PC, then one immediately takes the spotlight.

Why do these creatures stay here among the ruins? Are they unwilling or unable to resurrect this once-prosperous civilization?



UPSCALE CASINO

Tier 3 Social

A glittering gambling hall where well-heeled merchants and nobles come to fritter away their fortunes.

Impulses: Dangle the jackpot just out of reach, dazzle them with spectacle, prey on their vices

Difficulty: 16
Potential Adversaries: Automated Security (Vault Guardians), Gamblers (Courtesan, Merchant Baron, Petty Noble, Spy)

FEATURES

Glitz & Glamor - Passive: The overwhelming spectacle of this place can entrance even the most jaded patron. While here, all PCs have disadvantage on reaction rolls caused by a staff member or regular patron of the casino.

What's so wondrous about the casino's trappings? Are they truly magical in nature or merely mundane wonders taken to an impossible extreme?

Fortune Favors the Bold - Passive: Once per long rest, a PC can gamble any amount of gold by stating how much they want to wager and rolling their Hope Die. On a result of 7 or higher, the PC wins an equal amount, doubling their money. On a result of 6 or lower, they lose it all.

What game does the PC choose to play? What house rules does this casino have? Is there anything besides gold the PCs are willing to risk?

The House Always Wins - Reaction: When an adversary fails a roll, you can **spend a Fear** to make it a success instead.

Is this place blessed with impossible fortune, or does something curse anyone who steps through its doors?

Automated Security - Reaction: When a PC attempts to cheat at a game in the casino and fails, they must mark a Stress as they activate the casino's mechanical security detail. Gain a Fear and summon one Vault Guardian Gaoler and Turret for each PC, plus a Vault Guardian Sentinel. All adversaries appear within Far range of the PCs, and the Vault Guardian Sentinel immediately takes the spotlight.

Who built these machines? Why are they preferable to living beings?

The Devil's Playground - Reaction: If the PCs defeat the casino's automated security or try to leave with stolen winnings, you can **spend an amount of Fear equal to the number of PCs** to summon the casino's true owner, a Demon of Avarice, within Close range of a PC. The Demon is immediately spotlighted and bars the party's exit at all costs.

How did the demon mask their influence until now? How does the casino itself change to reveal its true nature?

VOLCANIC ERUPTION

Tier 3 Event

An explosion of heat and molten rock that leaves behind only charred desolation.

Impulses: Create panic all around, cut off the exits, isolate, make them scramble for safety, split the party

Difficulty: 16
Potential Adversaries: Elemental Spark, Lava Elemental (Greater Earth Elemental), Volcanic Dragon

FEATURES

Unstable Ground - Passive: The ground here is uneven, prone to collapse, and constantly shifting. PCs who fail an Agility Roll to move must mark a HP and are temporarily *Restrained*.

What strange shapes and colors do the PCs see in the cooled lava? How do the people who live nearby keep their footing on the slick, shiny surface?

Violent Eruption - Action: **Spend a Fear** to have the ground erupt at a point of your choice, spewing lava into the air and spreading it along the ground. All targets within Very Close range of that point lose a Hope and take **3d8+3** physical damage. The area within Very Close range of the eruption point becomes lava until the end of the scene. A creature who moves into or through the lava takes **3d8+3** physical damage. Until the end of the scene, you can **spend a Fear** to expand the lava area by one step (such as Very Close to Close or Close to Far).

What makes the lava seem alive? How can the PCs predict its behavior?

Vent Toxic Gas - Action: **Spend a Fear** to open a fissure that belches out toxic gas at a point of your choice, creating a cloud that blankets everything within Far range. While inside the cloud, a PC must track their air supply with an Air Supply Countdown. Its starting value is equal to 3 + their tier, and it ticks down when they take an action. If a PC fails an action roll or rolls with Fear, you can use a GM move to tick down their countdown an additional time. If the roll is a failure with Fear, you can tick it down twice instead. Once the countdown ends, a PC must mark a Stress whenever they take an action within the gas until they escape the cloud.

What signs do you see to indicate the presence of toxic gas? What taste lingers in the mouths of the PCs who inhale the gas?

VOLCANIC ERUPTION

TIER 4 ENVIRONMENTS (LEVELS 8–10)

CONVERGENCE, THE CITY OF PORTALS

Tier 4 Social

A sprawling metropolis at the nexus of creation, where influential figures from across the realms gather.

Impulses: Confront them with alien customs, dazzle them with infinite variety, tempt them with the impossible

Difficulty: 20

Potential Adversaries: Power Players (Arch-Necromancer, *Demon Lord Berzug*, *Fire Titan Warlord*, High Seraph, Monarch, Oracle of Doom, *Vampire Lord*), Travelers and Residents (Any)

FEATURES

Impossibilities Abound - Passive: Convergence is a nexus of gods, monsters, aliens, and all manner of dimension-hoppers. Because mortal life is generally beneath these beings' concern, PCs have disadvantage on action rolls to influence them unless they have leverage against them or know what the NPC cares about.

What manner of being currently holds sway in the city? What strange customs do they practice? Which PC is most confused or offended by them, and which PC adopts these customs as their own?

Into the Multiverse - Passive: The city of Convergence has a portal or door to every realm of existence.

Where (or when) does the party want to go? Where is that portal located, and who controls that area?

Infinite Inventory - Passive: This city has the solution to any problem, if you can find it. A PC seeking a particular item with wondrous properties can make an Instinct or Presence Roll to find it in the city's pandimensional marketplace.

- **Critical Success:** The PC finds the perfect item, and the merchant who has it only wants something the PC considers inconsequential in exchange.
- **Success with Hope:** The PC finds the perfect item and can exchange something of equal value for it.
- **Success with Fear:** The PC finds the perfect item, but the merchant who has it will only exchange it for something the party can't give them… *yet*.
- **Any Failure:** The PC must mark a Stress as they go on a wild goose chase but come up empty-handed. The PC can mark an additional Stress to change this result into a success with Fear.

Who has the item the party needs? What do they want in return?

Don't Make Waves - Passive: *Countdown (6)*. Because anything is possible in Convergence, the city maintains a labyrinthine bureaucracy that issues and enforces ordinances regarding all exchanges and interactions between the realms. When the party arrives in Convergence, activate the countdown. It ticks down when a PC does something that upsets the city's delicate political equilibrium. When it triggers, the PCs become *Wanted* until they clear their names with the authorities. When a *Wanted* PC rolls with Fear, you can summon **1d4** Temporal Enforcers who appear within Very Close range, immediately take the spotlight, and try to apprehend the party.

What has the party done (or what do they plan to do) that draws the attention and ire of the city officials? How can they fix the problem they caused?

An Offer You Can't Refuse - Action: Convergence is home to a tenuous network of rival factions. **Spend a Fear** to have one of them present the party with an easy solution to a difficult problem in exchange for their allegiance. If the party refuses, each PC must mark a Stress, and they can't turn to that faction for help in the future.

Which faction offers the party their support? Who do they want the party to act against?

MOON KINGDOM

Tier 4 Exploration

The mysterious, luminous, and isolated ruins of a long-lost lunar kingdom that echoes with forgotten magic and ancient technology.

Impulses: Blur the line between dream and reality, let consciousness ebb and flow like the tide, whisper echoes of ancient opulence

Difficulty: 20

Potential Adversaries: Local Fauna (*Cryptimoths, Yufos*), Moon Queen's Spirit (Arch-Necromancer), Reawakened Relics (Constructs, Vault Guardians)

FEATURES

Dreamlike Atmosphere - Passive: Everything in the Moon Kingdom feels dreamlike and floaty. A leap carries you far, and the sound is muted. The air is full of an iridescent crystalline dust that shifts in response to thoughts or emotions and might record memories of the past or visions of the future. Once per scene, a PC can make an Instinct Roll to read the psychic impressions left by past events.

What ethereal scents or sensations do the PCs experience? How does the atmosphere affect the interactions between them?

Silent Ruins - Passive: The towering silver and blue architecture of the capital is undamaged but overgrown with bioluminescent flora that pulses in time with the lunar tides. A PC who succceeds on a Finesse Roll can harvest a moon plant without killing it. A PC who eats one or more living moon plants gains a +1 bonus to Spellcast Rolls until their next long rest.

What earth flora do these moon plants look like? What do they taste like, and how do they affect the eater physically?

Lunar Astrologium - Passive: Atop the highest tower in the capital city sits a crystal dream machine that can replay history. A PC who succeeds on a Knowledge Roll can repair the machine. Once the machine is repaired, a PC who succeeds on a Presence Roll can operate it to learn the history of the Moon Kingdom's rise and fall.

- **Critical Success:** The PC receives clear information about key events and figures in the Moon Kingdom's history and gains **1d4** Hope, which they can distribute among PCs they share their visions with.
- **Success with Hope:** The PC receives clear information about key events and figures in the Moon Kingdom's history.
- **Any roll with Fear:** The PC receives brief flashes and sensations related to the kingdom's cataclysmic end. If the roll was a failure, the PC takes **4d10+5** magic damage as the visions assault their psyche.

What does this machinery look like, and how does it work? What do the PCs learn about the Moon Kingdom's history?

The Moon Queen's Tomb - Reaction: The Moon Kingdom's final ruler has been preserved in a selenite coffin deep within the citadel. On a roll with Fear to investigate her chamber, her baleful shade awakens and attacks the party. Summon the Moon Queen's Spirit (Arch-Necromancer) next to her coffin and immediately spotlight her.

Who buried her here, and why? Can she be resurrected, or is destroying her spirit the only path forward?

REALM OF THE DEAD

Tier 4 Traversal

A seemingly infinite expanse of still water without color or laughter.

Impulses: Drown in despair, leech life, tempt into endless slumber

Difficulty: 20

Potential Adversaries: Any (see "Death-Touched Denizens")

FEATURES

Sea of Gloom - Passive: This realm is a boundless silver ocean blanketed in a gray gloom with no visible stars or horizon. The subtle current pulls inexorably at the PCs' legs, but it's too gentle to disturb the flat, mirrored surface of the water. Action rolls to navigate this realm have disadvantage.

What dangers lie below the surface? How does one find the edge of a world without end, and what lies beyond it?

The Burden of Wakefulness - Passive: It's impossible to sleep here. When the party rests, each PC can choose only one downtime move.

What thoughts keep the PCs awake here? How can they support one another without succumbing to hopelessness themselves?

Death-Touched Denizens - Passive: All mortal creatures eventually pass through this place on their journey to the other side, but those who linger or wander become warped and mutated by the gloom. Any adversaries the party encounters here are *Faded*. Describe how their time here has warped them into something worse than dead. When a PC takes damage from a *Faded* adversary's attack, they must also mark a Stress. If a PC is defeated here, they become a *Faded* adversary controlled by the GM instead of making a death move.

Why do these creatures refuse to move on? Is there any pattern to the forms the gloom fades them into?

The Chill of Death - Action: **Spend a Fear** to force a PC to make a Presence Reaction Roll as the Sea of Gloom leeches the warmth from their blood and bones. On a failure, they take **4d10** direct magic damage. On a success, they must mark a Stress.

What does it feel like to have the will to live forcibly drained from you? How do you focus through the despair?

Abandon All Hope - Reaction: When a PC spends Hope in the Realm of the Dead, they must roll a **d6**. On an odd result, they must spend an additional Hope or lose the benefit of the Hope they already spent.

What regrets gnaw at the edge of your consciousness while you're here? What memories still tether you to the Mortal Realm?

TIME COURT

Tier 4 Event

One or more PCs are forcibly plucked from the timeline and put on trial for crimes against continuity.

Impulses: Find the truth, mete out justice, nullify their powers

Difficulty: 20

Potential Adversaries: Judge (Monarch), Jury (*Hallowed Choir*), Executioners (*Temporal Enforcers*)

FEATURES

Out of Time - Passive: The trial takes place in a pocket dimension that exists beyond the influence of the other realms. While here, PCs can't use their features and abilities. Each player must put their Domain cards in their vault.

What besides the courtroom resides in this pocket dimension? What powers maintain the universal barrier protecting this place?

Trial by Jury - Passive: At the end of the proceedings, a jury votes whether to acquit or convict the party. When the court is called to order, have the prosecution present its case against the PCs and start a Countdown (9). It ticks down when a PC makes an action roll. When it triggers, the PCs and GM roll their Judgment Dice. If the party's total result meets or exceeds the GM's, the jury acquits them.

Which PCs are put on trial? What are they accused of? What potential penalties would a guilty verdict bring?

Counsel for the Defense - Passive: A PC can make an action roll to argue for their innocence (such as a Knowledge Roll to interpret the letter of the law, a Presence Roll to play on the jury's emotions, or an Instinct Roll to point out holes in the prosecution's case). On a success, the party gains a **d6** Judgment Die. On a critical success, they gain two. On a failure, the prosecution rebuts the PC's argument, and you gain a **d6** Judgment Die.

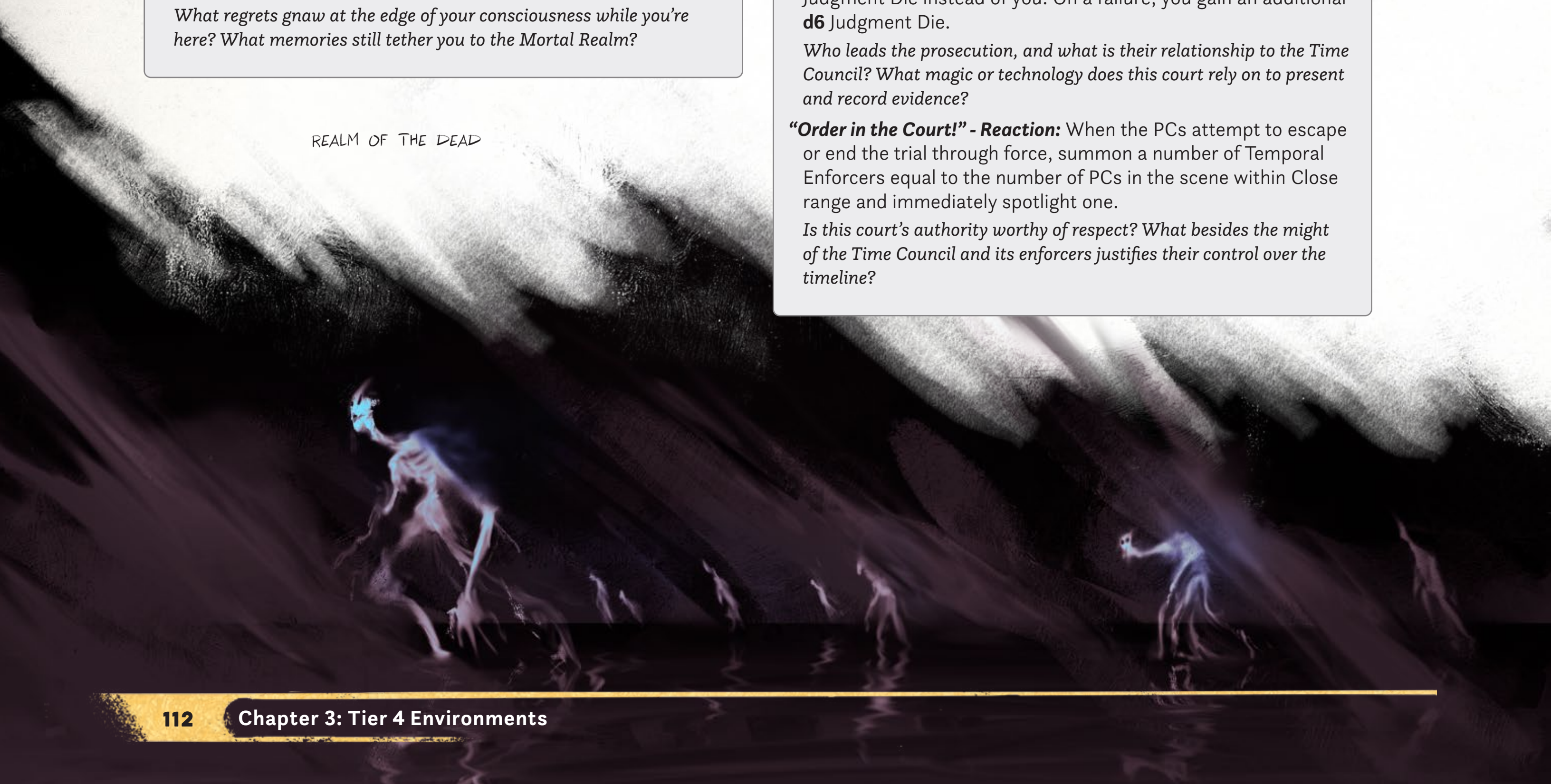
What is the weakest part of the prosecution's case? What is the strongest part of the party's defense?

Counsel for the Prosecution - Action: The prosecution introduces a damning piece of evidence (such as an eyewitness testimony, test results, or a physical exhibit taken from the scene of the crime), and you gain a **d6** Judgment Die. A PC can mark a Stress to attempt a rebuttal of the evidence with a Knowledge, Instinct, or Presence Reaction Roll. On a success, the party gains the Judgment Die instead of you. On a failure, you gain an additional **d6** Judgment Die.

Who leads the prosecution, and what is their relationship to the Time Council? What magic or technology does this court rely on to present and record evidence?

"Order in the Court!" - Reaction: When the PCs attempt to escape or end the trial through force, summon a number of Temporal Enforcers equal to the number of PCs in the scene within Close range and immediately spotlight one.

Is this court's authority worthy of respect? What besides the might of the Time Council and its enforcers justifies their control over the timeline?



REALM OF THE DEAD

CHAPTER FOUR:
CAMPAIGN FRAMES

When starting a Daggerheart campaign, you might wish to begin with a campaign frame. Four campaign frames are presented here in order of complexity.

CASTLE HIGH

In a modern fantasy world, teenagers attend a boarding school in the clouds—sneaking out of class to fly brooms, explore floating islands, and save their friends.

Designed by Rowan Hall, Mikey Hamm, Cass Rea, and Spenser Starke

Complexity Rating: •

The Pitch:

In a modern world of knights and cars, wands and flip phones, there's no better place to study magic than the floating school known as Castle High. Drifting among the mysterious ruins of the ancient world and modern settlements that populate the clouds, this school and its surroundings hold secrets, danger, and something more sinister. A string of disappearances has recently plagued the school, and no one knows who or what is behind it—or who will disappear next.

In a Castle High campaign, you'll play adventurous high schoolers who take magic classes, explore sky islands, and search for their missing classmates.

This campaign frame starts on page 116.

REIGN OF THE WEREDRAGON

In a land ruled by a violent weredragon tyrant, heroes ordained by the stars to defeat her must rise to the challenge and defend their people.

Designed by Jeremy Crawford, Rowan Hall, Christopher Perkins, and Spenser Starke

Complexity Rating: ••

The Pitch:

Once upon a time, in the peaceful land of Whelvia, a powerful sorceress named Forlorne Lykona deceived the country's great dragon warden to absorb his power and rule the kingdom herself. Transformed into a weredragon by the powerful ritual that fused the warden's power with her cold heart, Forlorne now takes to the skies, feasting on all who challenge her and cursing innocent villagers to become ravenous weredrakes. The people called on the brave defenders of the realm, the Knights of Whelvia, to protect them—but the knights instead bent the knee to the draconic tyrant, allowing her to command their forces and leaving the land without protectors.

In a Reign of the Weredragon campaign, you play destined heroes of Whelvia, rising up against Forlorne Lykona and her knights to save this once-idyllic land from the jaws of tyranny.

This campaign frame starts on page 128.

DARK HEART OF ANDALURIA

As the nights grow long in a land of rich wine and ancient superstitions, a band of monster hunters battles the creatures that stalk the shadows.

Designed by Carlos Cisco, Rue Dickey, Rowan Hall, and Rob Hebert

Complexity Rating: •••

The Pitch:

Andaluria is a land of sweeping vineyards where beauty and dread intertwine. By day, the streets and valleys are alive with festivals, music, and the scent of wine—but when the sun sets, monsters come out to feast. For generations, the old superstitions and folk rites kept the beasts at bay, but the nights have grown unnaturally long, and the citizens of Andaluria live in fear of increasingly terrifying monsters.

In a Dark Heart of Andaluria campaign, you'll play monster hunters who must investigate horrific crimes, navigate political strife, and slay supernatural creatures to protect the people from eternal darkness.

This campaign frame starts on page 144.

JOURNEY TO HORIZON

After a thousand-year cataclysm, a fellowship of heroes embarks from their magically protected sanctuary to journey across a broken continent and resurrect the fallen goddess who can heal their world.

Designed by James Haeck, Rob Hebert, James Introcaso, and Spenser Starke

Complexity Rating: ••••

The Pitch:

Long ago, the vast continent of Valloren was home to wondrous landscapes shaped by the goddess Aurelia, wielder of the elemental essence called terrana. But when her disciples' betrayal threatened to extinguish magic forever, Aurelia sacrificed her own life to call down the stars and purge the land of corruption. To protect her people from annihilation, Aurelia raised magical barriers that would last a thousand years.

In a Journey to Horizon campaign, you play heroes chosen by fate to leave their recently unsealed sanctuary and travel across a turbulent and hostile world on a quest to resurrect the goddess.

This campaign frame starts on page 158.

CASTLE HIGH

In a modern fantasy world, teenagers attend a boarding school in the clouds—sneaking out of class to fly brooms, explore floating islands, and save their friends.

Designed by Rowan Hall, Mikey Hamm, Cass Rea, and Spenser Starke

Complexity Rating: ●

THE PITCH

Read this section to your players to introduce them to the campaign.

In a modern world of knights and cars, wands and flip phones, there's no better place to study magic than the floating school known as Castle High. Drifting among the mysterious ruins of the ancient world and modern settlements that populate the clouds, this school and its surroundings hold secrets, danger, and something more sinister. A string of disappearances has recently plagued the school, and no one knows who or what is behind it—or who will disappear next.

In a Castle High campaign, you'll play adventurous high schoolers who take magic classes, explore sky islands, and search for their missing classmates.

TONE & FEEL

Adventurous, Dreamy, Full-Hearted, Melodramatic, Modern, Playful, Thrilling

THEMES

Coming of Age, Curiosity & Rebellion, Friendship & Loyalty, Magical vs. Modern

TOUCHSTONES

Kids on Brooms, Kiki's Delivery Service, The Legend of Zelda: Skyward Sword, Little Witch Academia, Onward, The Owl House, She-Ra and the Princesses of Power, Slugblaster

OVERVIEW

If your group decides to play this campaign, give your players the following information before character creation.

Modern civilization has come a long way. Industry. Innovation. Plastic. The elders have seen horses give way to cars, science catch up with magic, sending spells all but abandoned for cell phones, and the gods replaced by pop stars. Much has been lost, but more has been gained, and most people live long, comfortable lives that involve little in the way of slaying monsters or protecting kingdoms. The future is bright, and the skies are mostly clear. Mostly.

But it wasn't always this way. Long ago, in a time of great danger, large portions of the earth were torn from the surface and raised into the air by powerful crystals buried deep within the land—crystals that became known as **skyshards**. No one knows what caused the shards' power to activate, but when they did, they took castles, forests, and entire towns into the clouds with them. Smaller skyshards could be attached to mundane objects and vehicles, and these skybound innovations allowed people to navigate the new world above.

The lands held aloft by skyshards became known as the sky islands (usually shortened to **skylands**). Each island is said to hold unique magical energy and host treacherous secrets. Some contain ancient ruins, remnants of long-dead civilizations visited by only the bravest adventurers and most dedicated scholars. Those who study these ancient citadels believe they were purposefully constructed around skyshards to harness their power.

Today, people live in many of the villages, fortresses, and homes that were raised into the sky so many centuries ago, their buildings and technologies evolving with their needs. Other skylands are only recently inhabited, with daring entrepreneurs building malls for magical goods, hotels for weary adventurers, and diners that drift through the clouds. Smaller skylands are claimed by recluses who construct small homesteads on portions of rock they can pilot through the skies. Still more are entirely uninhabited—inhospitable, filled with wild magic, and teeming with beasts too powerful to tame.

One sky island holds a massive castle. This ancient edifice is a prestigious high school where young people from all over enroll to study magic, train with swords, soar through the skies, and sit through algebra. Everyone calls it **Castle High**.

Sought after for its premier education and location, Castle High invites students from across the realm to learn from expert teachers. Here, the next generation of adventurers, magicians, fighters, and sky explorers train among the clouds.

Castle High is a boarding school—new students are grouped into small teams and assigned a shared dormitory within one of four unique **towers**. Though each student takes their own classes, Castle High also doles out "tower grades" based on a team's ability to collaborate on extracurricular projects. Defined by the teaching style and preferences of their tower dean, each group at Castle High receives a unique education tailored to their "individual goals and styles of learning." Or, at least, that's what it says in the brochure.

In their tower dorms, students study together, live together, and fight over sink space. In their classes, they pass notes in homeroom, doodle hexes on their binders, and get sent to detention. And between it all, they sneak out to explore and to find answers to the sky's biggest questions—maybe now more desperately than ever.

Over the past school year, eight kids have gone missing exploring the skylands—far more than have ever been lost before. It's all the older students could talk about during orientation. The school has stayed silent on the matter, and no teacher will say anything about the disappearances, much less mention the kids by name.

Even so, the students have heard (and spread) rumors of something sinister happening out among the clouds, something they think the grown-ups might be trying to hide. Some kids are whispering that all the missing students were members of one tower, and their tower dean caused their disappearance. Others claim they were cult initiates or were snapped up by a ravenous dragon. Some—especially the younger kids—are saying that the mysterious "Night Snatcher" who roams the towers got them. One particularly prevalent rumor claims that the missing kids discovered something in the school, and **Headmaster Fellowes** (she/her) got rid of them to keep it a secret.

Adding fuel to this rumor, Headmaster Fellowes (who led the school for four decades) didn't come back this semester. Instead, newly installed **Headmaster Dove** (they/them) took over. Formerly the head of the Arcana Department, they were known for their boisterous energy and creative approach to teaching. But now, Dove's demeanor is different—they're more serious and much stricter about the rules. Dove won't talk about Fellowes's apparent departure, and they sent a kid to detention during orientation for using an illusion spell to hang a banner commemorating their missing friend.

With a new headmaster and all the celebration that comes with orientation, most people were hoping to put the tragedies in the past. But on the fifth night of orientation week, right after the big dance, a student named **Riley Averill** disappeared. Some kids have said Riley was acting strangely the day before their disappearance, but nobody has come forward with any more information. Their broom is missing, but they left their backpack and private journal behind in their tower room.

No one knows what to do. Students are panicking, and the adults are pretending nothing is wrong. The school year is off to an unnerving start, and one thing is for sure: something strange is going on at Castle High.

COMMUNITIES

All communities are available in a Castle High campaign. As needed, provide the following information to your players and choose one or more of the questions to ask them during your session zero.

All Communities

Castle High is a campus where students of all backgrounds study and live together miles away from their homes. And while the towers, majors, cliques, and hierarchies of Castle High might quickly feel more important than their upbringing, each student arrives with a history and culture that help shape their life in the castle.

- How does your community feel about Castle High? Did they help you go, make you go, or try to stop you?
- Who from your community do you miss most? What unique way have they promised to communicate with you while you're away?
- What about living here feels very different from home? What feels familiar?

ANCESTRIES

All ancestries are available, but some have unique aspects in a Castle High campaign. As needed, provide the following information to your players.

All Ancestries

This modern fantasy world includes all ancestries. You'll find elves wearing jeans, fungril watching TV, and ribbets shopping in grocery stores.

Regardless of their lifespan, all ancestries in a Castle High campaign go through a period of adolescence.

Faeries & Aetheris

Naturally winged, faerie and aetheris students zip around the campus with ease. A player choosing an ancestry with flight should consider how this informs their choice of skyshard artifact (see "The Skyshards" on page 125). They can still choose a skyshard if they'd like to have one for aesthetic reasons, but their flight isn't dependent on it.

CLASSES

All classes are available, but some have unique aspects in a Castle High campaign. As needed, provide the following information to your players.

Beastbound Rangers

At Castle High, many Beastbound ranger students bond with an animal companion that can fly. If a player wants to use their animal companion as a flying mount, consider what happens if their companion is forced out of the scene and that PC no longer has a means to fly.

A ranger can incorporate their skyshard into their companion's saddle or use it as a trinket that allows them to communicate with and call their mount. During character creation, discuss how the ranger and their companion navigate the skies together.

Druids

The Beastform options available to a Tier 1 druid don't include one with flight, so players who want to rely on their Beastform for flight won't have access right away. A druid character can rely on their skyshard artifact until Tier 2, or the player can work with the GM to modify a Tier 1 Beastform option to have wings.

Syndicate Rogue

Though the Syndicate rogue's "Contacts Everywhere" feature can certainly be used when visiting other skylands outside Castle High, players might also consider using this feature around campus, such as when visiting a rival tower or when another school comes to visit for a sports or academic competition.

Winged Sentinel Seraphs

The "Wings of Light" class feature grants flight. As Winged Sentinel seraphs already have a means to fly, players should consider how this informs their choice of skyshard artifact (see "The Skyshards" on page 125). They can still choose a skyshard if they'd like to have one for aesthetic reasons, but their flight isn't dependent on it.

PLAYER PRINCIPLES

If your group decides to play this campaign, give your players the following information before character creation.

Cast Spells, Wear Sneakers

Play a modern teenager in a fantastical world, reinterpreting character details in a contemporary context. Does your character keep their spells in a three-ring binder? Do they decorate their shield with stickers? What's the name of that katari rock band they're obsessed with?

Do Your Homework

One day, your character will be a hero, but today they're a student. Whether they're a teacher's pet, a rebel, or a would-be legend who just wants to save the world already, they have to deal with school. So take time to explore that side of the game. Who's their favorite teacher? How are their grades? Yes, the world is in peril, and yes, their boyfriend just dumped them, but right now, the real problem is that their chemistry paper is due in four hours, and they haven't even started.

Play in the Clouds

Students explore the skylands for many reasons, such as treasure, knowledge, or investigating their fellow students' disappearances. But it's also fun! Young people have a strong appetite for adventure, and Castle High campaigns are great for excited, proactive PCs who do things for the joy of it. Describe them flying, doing tricks, feeling the sunshine on their skin. Horse around. Hang out a bit. Poke things with sticks. Have them laugh after a dragon nearly eats them, then show off their gnarly bruises. Go make some memories.

Fly for Your Life

Castle High can have its fair share of battles, but teenage adventure stories often feature other kinds of action—especially chases. Your character won't be able to fight every monster head-on. They'll need to keep out of biting range, lead adversaries into traps, and make them eat dust. The sky is their battlefield, and flight is their most powerful weapon. So when they see that big monster, take off!

Feel like a Kid

No matter how fantastical your character is, they're also just a normal kid going through the same things kids have gone through forever: growth, change, heartbreak, caring too much about a pair of jeans, and pretending to be adults until the moment they suddenly are. Your character might have grown from a spore or be able to breathe fire, but when you describe their feelings, they become grounded and relatable.

Search out Answers

With the adults working hard to keep the missing students hush-hush, ensure your character has a strong motivation to search for answers. Maybe one of the missing kids was their neighbor growing up, they developed a connection to Riley during orientation, or their best friend is obsessed with finding the missing students and your character's doing their best to support them. Whatever works best for your character, tie them into the mystery in a meaningful way.

WHERE IS RILEY?

GM PRINCIPLES

Keep the following guidance in mind while you GM this campaign.

Synthesize the Modern and the Fantastical

Everyone at the table will modernize elements of Daggerheart throughout play, but they'll look to you to set the tone and guardrails. Are you going for something general ("early 21st century, phones, jeans, and sneakers") or specific ("2003, social media, Y2K fashion")? Modernize certain things and leave others alone—maybe flashlights have replaced torches, but the students use swords because modern weapons don't work on magical beasts.

Cut to the Chase

The setting and tools in Castle High are designed to support thrilling aerial escapes, but it's up to you to tee things up. Create enemies who can fly, and challenge the PCs with foes too powerful to face head-on. And when it's time for a chase, don't wait for them to run. Just say this magic phrase: "It starts chasing you! Where are you heading?"

Keep It Emotionally Grounded

No matter how strange the world or how high the fantasy, if the people feel real, the story will, too. Let your NPCs behave realistically, feel normal emotions, and care about the things teenagers (or teachers) actually would. Emotional truth can ground even the most fantastical scenes.

Run a School in the Sky

Castle High is a living place—it exists to push and pull on the characters with rigid structure, dynamic characters, and high expectations. The teachers have relationships and goals. The students form factions and follow trends. The school has rules, and those rules are enforced. Every time the students meet a new NPC, write down their name, motive, and one small detail about how they look or talk. Within a few sessions, you'll have a bustling campus.

Build an Aerial Playground

Design skylands that are fun for teenagers to explore. Describe architecture that's fun to fly through, such as narrow gaps, ramps, or chunks of winding staircase. Place strange objects behind mysterious doors. Create levers for them to pull, figuratively and literally. Entice them with areas that are safe to mess around in and areas so dangerous they're a puzzle just to navigate. Give them problems they can't immediately solve and toys they can't immediately see the purpose of, then look to the players to concoct clever solutions.

DISTINCTIONS

Use this information to prepare your campaign. You can also share it with your players as needed.

The School

Castle High has been around as long as anyone remembers. Students constantly debate its age, its history, the original purpose of each chamber, and whether **Dean Lesher** (he/him) was hired by the principal or simply freed from his coffin when the east wing of the castle was being renovated.

The castle is built of hewn granite on a mass of jagged bedrock, with a particularly large skyshard jutting out of its base. The island can be piloted to specific destinations, but it typically follows the trade winds in a yearlong circuit, anchoring at occasional port towns along the way to resupply.

Experts in their field aim to teach at Castle High because it funds and facilitates its faculty's research. Many teachers have their own goals beyond classroom instruction. Some view teaching as a chore or an opportunity to push their projects forward, while others consider it a duty. A few even enjoy teaching for its own sake.

DOMAINS AS FIELDS OF STUDY

In Castle High, domains represent areas of study. Students are free to take any courses they want, but they must focus most of their studies on the two domains that make up their class. Around campus, a student studying to become a wizard might share their Codex course notes with a classmate looking to become a bard while a druid student scurries by them, late to a botany class for their studies in Sage. Meanwhile, a Blade domain fencing course might be intended for students hoping to become warriors and guardians, but that doesn't stop students with a variety of academic interests from enrolling.

THE CAMPUS

The campus is full of locations where students study, socialize, and relax between it all.

Armory: This bustling place holds crowded workbenches, weapon racks, and bins of miscellaneous survival gear. It's a common meeting place for Blade courses. *They keep the good stuff locked in a sentient chest. Only a few teachers have a key.*

Atrium: This campus garden has seen better days, but it still hosts an impressive variety of flora. It's a common meeting place for Sage courses. *The atrium is always accepting donations of wild flora, and the teachers won't ask where students got them.*

Catacombs: The catacombs are the deepest part of the school, accessible only by winding spiral staircases. Many Dread courses are located in these caverns. *Strange, otherworldly sounds echo through the halls of the catacombs, but nobody seems to be able to locate their source.*

Clerestory: In this sunlit chamber, students pray, carve their initials into pews, and take Splendor courses. *The intricate stained glass contains three words in an unknown language.*

Courtyard: The Castle High quad is the school's social hub, where students eat lunch, gossip in study groups, and practice broom tricks. *A statue of the school's mysterious founder was vandalized last week with the word "liar."*

Forgotten Corridors: A place of shadows, the corridors are where kids go to play truth or dare, hold clandestine meetings, and take secret Midnight courses not on the official curriculum. *Older students have a map they pass around, but it has never been finished.*

Gymnasium: With weights, sparring rings, and storied locker rooms, the gym is the common meeting place for Bone courses, assemblies, and the occasional school dance. *Every morning, the floor is covered in ashes, and no one knows why.*

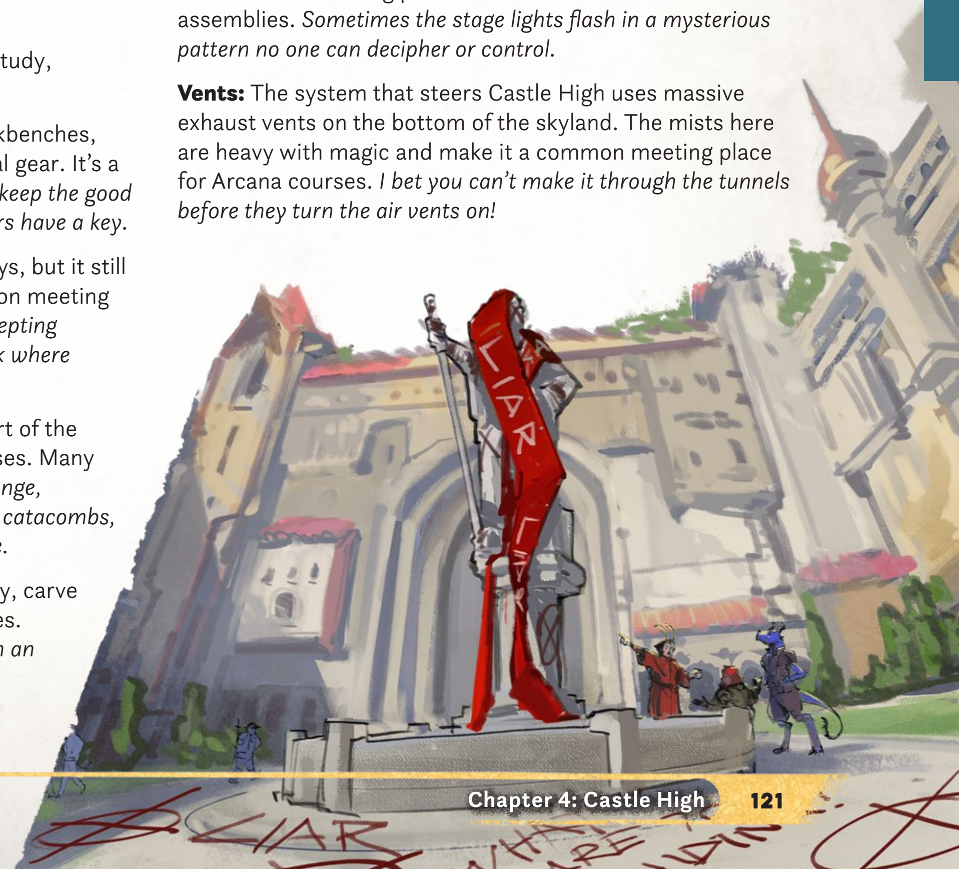
Landing: This large open-air platform is used for unloading skyships, stabling mounts, learning to fly, and playing broom sports. *A pair of cranky old manticores sleep behind the stables.*

Library: This archive houses books, maps, and a computer room possibly older than the castle itself—and at least one ghost. Codex courses are commonly held within its collections. *They say the ghost will tell you a secret if you tell her one first.*

Ramparts: Castle High's main observation platform is also the common meeting place for Valor courses. *A mounted telescope is used to monitor the nearby skylands, but it can also be used to spy on campus.*

Theater: Here you'll find musical instruments, costumes, and a couple of students making out in the tech booth. The theater is a common meeting place for Grace courses and school assemblies. *Sometimes the stage lights flash in a mysterious pattern no one can decipher or control.*

Vents: The system that steers Castle High uses massive exhaust vents on the bottom of the skyland. The mists here are heavy with magic and make it a common meeting place for Arcana courses. *I bet you can't make it through the tunnels before they turn the air vents on!*



CASTLE HIGH TOWERS

Students at Castle High are first sorted into four towers. Within each tower, they're split into teams of 2–5 students known as tower groups. Students in a tower group share a dorm room, work on group projects together, and are expected to help each other. Each group is given a tower grade based on their class scores, participation in projects and extracurriculars, and general behavior.

While the characters typically have no choice where they go, the players should select their tower together, because their choice will influence the style of the campaign they're playing. The remaining towers can be brought into the story as the homes of friendly classmates, bitter rivals, or crushes living across campus.

Zenith

The tallest tower in the castle is overseen by **Dean Parsons** (she/her), a peppy eccentric with pencils in her hair and no time for paperwork. She loves teaching but dislikes the classroom, preferring to give students assignments that get them out of the school and in over their heads.

Choose Zenith if you want a mission-based campaign where school assignments often require you to explore other skylands.

Are these strange missions part of some greater purpose? What does Parsons mean when she says you've "been chosen for a reason"?

> If players choose Zenith tower, consider how someone or something on the surrounding skylands plays a prominent part in the mystery of the missing kids.

Star

Castle High's starboard tower (or simply Star) is overseen by **Dean "Coach" Hallister** (he/him), a gruff gym teacher who's nearly as intense as his aftershave. Coach structures each school year as a multi-event tournament complete with jerseys, prizes, and every team's grades on a giant scoreboard.

Choose Star if you want a structured campaign about competitive underdogs, tower rivalries, and learning to work as a team.

Why is Coach so hard on you? Does he see your potential or think you're losers—or is this tournament rigged?

> If players choose Star tower, consider how a competition or tournament at the school plays a prominent part in the mystery of the missing kids.

Bower

Bow Tower (called Bower by students) is nominally overseen by **Dean Lin** (they/them), a famously easygoing, chronically absent teacher usually sleeping one off. Most students use this freedom to slack off and party, but some use it as an opportunity to pursue their own adventuring goals unimpeded.

Choose Bower if you want a more player-driven campaign about independent young adventurers and opportunists.

Is Lin really as uninterested as they seem? Why are they tired all the time? Are their headaches a cover for something else?

> If players choose Bow tower, consider how the failings of the adults in Castle High play a prominent part in the mystery of the missing kids.

Stern

Stern Tower is overseen by **Dean Lesher** (he/him), a strict teacher with an old-fashioned teaching style and zero tolerance for nonsense. The windows are barred, and curfew is early. Delinquents go in and honors students come out, rebuilt by drills, discipline, and rote memorization. Of course, some students just refuse to be taught.

Choose Stern if you want a more player-driven campaign about rebellious students sneaking out, getting into trouble, and learning things they shouldn't.

What's Lesher hiding? A scheme to take over the school? A shrine to the Demon Lord? A sensitive side and good intentions?

> If players choose Stern tower, consider how the themes of freedom and control play a prominent part in the mystery of the missing kids.

Lock

The portside tower is sealed off. Everyone calls it Lock Tower, and students whisper about what's inside, how to get in, and why a single window lights up every midnight.

GMs can use Lock Tower as an adventure hook or a space for the table to create their own tower.

Transferring Towers

Your table might want to try a few towers during the campaign. In this case, you could say that groups transfer to new towers each time Castle High completes its circuit, representing a single grade of high school.

Additionally, a midyear transfer might be required in the event of expulsion, faculty restructuring, or some other school scandal.

The Missing Kids

Something has been causing students to go missing. During your session zero, ask the players for rumors about what caused their disappearance and gather ideas from their character building and map creation to come up with the answer. Alternatively, you can choose an option from the list below. Then select a few additional rumors to create multiple potential threats, ensuring there are many avenues for players to explore before uncovering the answer.

- An ancient creature of dark magic has been unleashed on a nearby skyland.
- A teacher is trying to summon a powerful deity or monster from another realm of existence to harness their power, and they've been using students as bait.
- A band of sky pirates has been recruiting young members as crew.
- A huge dragonshark has been hunting in the clouds surrounding the school.
- A magical storm is teleporting kids to skylands on the other side of the world.
- A powerful and corrupt sorcerer is using the hidden basement within the deepest chambers of the school as a workshop for their nefarious experimentation on students.

RILEY AVERILL

There are nine missing students—including one who's particularly close to the PCs named Riley Averill. Riley was a member of the PC's tower group, and they bonded with everyone over the first five days of orientation. They were ready to spend the next year hanging out, studying, and living with the team. Now they're gone, and the PCs should feel that loss.

The PCs should all have a connection to and care about Riley, so work with the players to build Riley together. Once you've agreed on Riley's pronouns, have each player answer one or more of the questions below. Roll a d20 to select them randomly or have the players choose. You can also come up with your own questions.

ROLL	DESCRIPTION
1	What did Riley look like? How did they like to dress?
2	What unique interest or hobby did you and Riley bond over?
3	Where did Riley say they came from? How did their family feel about Castle High?
4	Did Riley want to come to Castle High? Why or why not?
5	What nickname did you give Riley?
6	How did Riley decorate their portion of the dorm?
7	Which domains did Riley plan to study?
8	Which extracurriculars was Riley excited about?
9	What did Riley do during orientation that made you laugh?
10	What secret did Riley tell you?
11	What could you tell Riley was insecure about?
12	What surprising skill did Riley have?
13	What did you notice Riley always doodling on their papers?
14	What secret did Riley find in your tower?
15	What did Riley say they wanted to be when they grew up?
16	Which room in the school was Riley's favorite? Why?
17	Riley got in a fight with another student during orientation. Who was it, what caused the fight, and how did it end?
18	Riley got along well with one of the older kids who helped new students during orientation. What was their name, and why did they bond with Riley?
19	One of the teachers threatened Riley with detention during orientation. Who was the teacher? What did the teacher accuse them of? Did Riley do it?
20	On the second night of orientation, you found Riley crying in the middle of the night. What did Riley confide in you?

Riley's Journal

Riley left their journal behind when they disappeared, and you can use it to drop clues to your players about the mystery. Before your first session, handwrite a journal entry on a piece of lined paper from Riley's point of view about orientation week. Make sure to include references to specific moments of orientation the players created during your session zero. Then, near the end, include some ominous message like:

"I still don't know who to trust with what I know about the disappearances. For now, it all has to stay a secret until I can find out more."

Lastly, decide where you want to send the players to gather clues about the students' disappearances and add a final sentence to the journal entry that hints at that location. For example, if you want to send them to the stables, the journal might say, "I'm headed to go feed Willis. That calms me down." Record the name "Willis" to drop later as one of the griffins who lives in the stables.

When players investigate Riley's journal, describe it as having every page ripped out except for one near the back of the book, then give them your written page to read. Between every session (or so), prepare a new journal page for them to discover. Throughout the entries, include clues, red herrings, relationship drama, Riley's thoughts about the PCs, and anything else that gives further insight into Riley and the mystery that led to their disappearance.

Mounts

Access to flying mounts is considered a special privilege or mark of achievement, and dedicated students might be granted access to the castle stables for difficult assignments. Castle High's stables commonly include griffins, juvenile flickerflies, strixwolves, rocs, and even an old wyvern.

Beastbound rangers with a companion that can fly are exceptions to this rule. Because the companion is a part of their curriculum, they're allowed to bring it through the halls and into class—as long as it's well-behaved.

Roosts

These winged huts have been used by hermits and witches for ages, and they've become more popular as people have learned new ways to craft them with skyshards. Roosts are small buildings that are often, but not always, a single room with wings and legs. They (probably) come if called and like to receive scritches behind their chimneys. They're favored by sky explorers in recent years due to their hardiness, versatility, and ability to anchor to nearly any structure with their talons.

At Castle High, roosts are primarily used to shuttle cargo and passengers safely and can be perched by windows and balconies to provide extra square footage to faculty. Additionally, older students have been known to fly them off campus for parties and other extracurricular adventures. Just as cars provide privacy and prestige to students on the surface, roosts provide them at Castle High.

Skylands

The sky islands that drift above the lithosphere are as varied as the formations of the earth below. Each landmass is different—some are massive, and some can barely hold a full-grown goblin—but they're all held aloft by the magic of the skyshards buried in their soil. No one knows what caused the skyshards to activate all those centuries ago. Archaeologists, historians, and explorers can still be found among the ruins searching for an answer! But ever since the skylands rose, people have navigated the clouds like they sail through the seas, exploring distant islands and designing unique vessels to get them there.

Many choose to explore the abandoned structures of ancient ruins or the as-yet-uncharted fantastical landscapes of wild skylands. The less explored an island is, the more dangerous it tends to be. An overwhelming variety of plants, animals, monsters, and spirits shelter in these wilds, and only a fraction have been documented.

Others choose to study the way skylands move, how they can be used for new development, and how to attract those on the surface up to this world in the skies. Intrepid entrepreneurs have attempted to harness or build upon the ruins, creating skyways between islands or offering tourist destinations such as theme parks or historical centers.

Skylands drift with weather fronts, travel predictably along tradewinds, or rise from the clouds below on updrafts. Collisions aren't unheard of, creating floating debris fields, cracking open fortresses, knocking buildings into jarring rotation, and nudging entire cities into new trajectories. Older ruins can even crumble apart and drop out of the skies entirely when their skyshards shatter.

For the students of Castle High, the skylands are both playground and mystery, often miles away from (or above) adult supervision. They venture out on brooms and mounts to relax, explore, or complete assignments that send them soaring through the clouds and researching specific lands. And with so many students missing, they might also go searching for who or what is responsible, hoping to bring their friends home safely.

EXAMPLE SKYLANDS

Akroepis: Toppled columns and cracked pillars. Broken aqueducts and neglected basilicas. Peacocks roost in cypress trees, waterfalls cascade endlessly, and moon ivy grows into the heavens. Mysterious sounds emanate from three-dimensional labyrinths. Built during the time of the Forgotten Gods, these ruins are in impeccable condition despite the years. Archaeologists frequent this skyland, though it's so dangerous that many never leave.

Cloud Nine Diner: Silver mirror walls covered in vintage posters. A jukebox that plays classics and reads people's futures. The best pancakes in the sky served by a no-nonsense waitress. Sky shippers at the countertop with stories to tell. Open 24/7, this diner feels like it exists outside space and time. **Alma** (she/her), the head waitress, is said to be a powerful warlock.

The Corner Store: Narrow aisles brimming with snacks and the smell of too many slushie flavors mixed together. Potions alongside sodas in standing coolers. Weapons and magical items stocked behind the counter. Run by a very, very small ribbet named **Dabble** (she/her), this minuscule skyland is just big enough to hold the shop. She always says, "If you need it, I got it. And if I don't got it, you don't need it that bad."

Happyland Coaster Park: Rusting rollercoasters and carnival games. Slides that lead off the island's edge. A Ferris wheel that stares with an unblinking eye. The scents of cotton candy and funnel cake with no apparent source. **Randall "Happy" Callahan** (he/him) tried to create a theme park in the sky decades ago, but the operation was shady and the location was soon left abandoned. Kids love to come here for secret meetings, and everyone says it's haunted.

Krawl: Moss unfurls over derelict keeps. Wrens scatter and ruins invert with the sporadic ringing of a leaning bell tower. Dungeons roamed by the undead host untold secrets. Once the home of a violent king, the stone seems to know when people come within its grasp, and the walls shift to trap explorers alongside the remains of fallen armies.

Landren: Crumbling brick and rusted iron. Ceaseless coal fires and decrepit smokestacks. Owls pluck rats from alleys, and corroded machines carry out their inscrutable programming endlessly. Students say whoever runs this skyland is manufacturing something dangerous. The island only appears at night.

Saelor's Stadium: Rings of seats filled with thundering crowds. Hot dogs and popcorn stuffed into mouths or thrown into the air. Bands in bold uniforms playing loud music. The stadium is used for a variety of sports, duels, and other competitions.

Tirnish: Overgrown skyscrapers and tarnished chrome. Empty offices and rusted monorails. Pigeons nest in satellite dishes, buckwheat grows from the asphalt, and a dozen drive-ins' worth of pastel automobiles sit in the roads, empty. No one knows the official story about what happened here, but the radioactive elementals and smiling zombies might provide some clues.

OTHER POINTS OF INTEREST

There are books, lessons, and maps filled with seemingly infinite lands to explore among the skies. Older students describe strange places only they have seen. Radio broadcasts describe floating palaces, jungles, and snow-covered peaks separated from their mountains. Passed notes illustrate cursed cities of unblinking people that appear only during specific weather patterns.

If you want to create your own skylands, think about what makes each place fantastical and worth exploring. Use the following questions as a jumping-off point as needed:

- What's unique about this skyland? What does it look like?
- How big is it? Where is the skyshard that keeps it aloft?
- Who or what lives here, if anyone?
- What can PCs discover on or around this skyland?
- What, if anything, makes this skyland dangerous or challenging to navigate?
- How does this skyland relate to the campaign, characters, or story beats you're exploring?

The Skyshards

Skyshards were once believed to be completely mundane, useful for currency, jewelry, or decoration. But centuries ago, all the skyshards activated at once, causing the people, objects, and lands bearing them to lift into the sky and drift forever among the clouds, skybound. Many speculate that these crystals were once portions of shooting stars, magical slag created from the essence of the gods, or even the very soul of the Mortal Realm itself. While no one knows for sure, in the time since "the Rise," skyshards have led to advancements in architecture and travel the likes of which the realm has never seen.

These crystals are now highly sought-after for their ability to provide the power of flight. They can be mined from skylands or fished from the air, where they drift indefinitely. By incorporating them into specially crafted objects designed to enhance and focus their potential, these crystals become skyshard artifacts, which have unlocked the skies like never before. Large chunks can lift entire vehicles, buildings, or land masses, while small shards allow users to take to the air on their own.

SKYSHARD ARTIFACTS

Once placed into an object and given time to attune, a skyshard grants that object controllable flight. An entire industry has been created to make artifacts that rise at the user's command and allow anyone to pilot them. From mages famous for their custom skyshard cloaks to companies that make winged sneakers to unique harnesses built for mounts and familiars, the origin, form, and function of each artifact vary greatly.

Though skyshards are magical, and only experts can craft an artifact that responds to the user, people don't need magical ability to use a skyshard artifact.

Each student at Castle High has been given a skyshard artifact. Use the following list as inspiration to help each player create their character's skyshard artifact:

- A broom (the most common option)
- A vacuum, carpet, or other mundane household item
- A medallion, necklace, small trinket, or other keepsake
- A cane, leg braces, wheelchair, or other mobility aid
- A fine cloak, winged sneakers, team jersey, or other apparel
- A breastplate, chainmail, shield, or other means of protection
- A sword, mace, axe, or other physical weapon
- A wand, staff, scepter, or other magical weapon

You can also ask the following questions as needed to help a player create their artifact's lore:

- How did you acquire your artifact? Was it inherited, discovered, crafted, grown, or something else?
- Describe your artifact's appearance. Is it ancient, covered in stickers, always humming, or something else?

FLYING WITH STYLE

While brooms are certainly the most common means of flying around Castle High, not everyone uses them the same way—especially since some skyshard artifacts come with personality. Some brooms are stubborn and unruly and, while fast, require additional negotiation. But speed and stunts are everything at Castle High. Choice broom mods or new racing records are common topics in the hallways. The first kid to ride their staff switch-footed through the entire atrium without getting caught instantly gained indisputable legend status.

There are less common, yet equally fun ways students choose to fly. For example, a stylish flying technique known as blade riding has emerged in recent years: Students speed by atop enchanted swords, axes, and other bladed weapons, often borrowing techniques developed generations ago by skaters and surfers. Though it has parents and teachers in a panic, blade riding is reluctantly allowed.

For more information, see the "Flight" section on page 127.

THE INCITING INCIDENT

You can use the prompt below to start your campaign, or create your own.

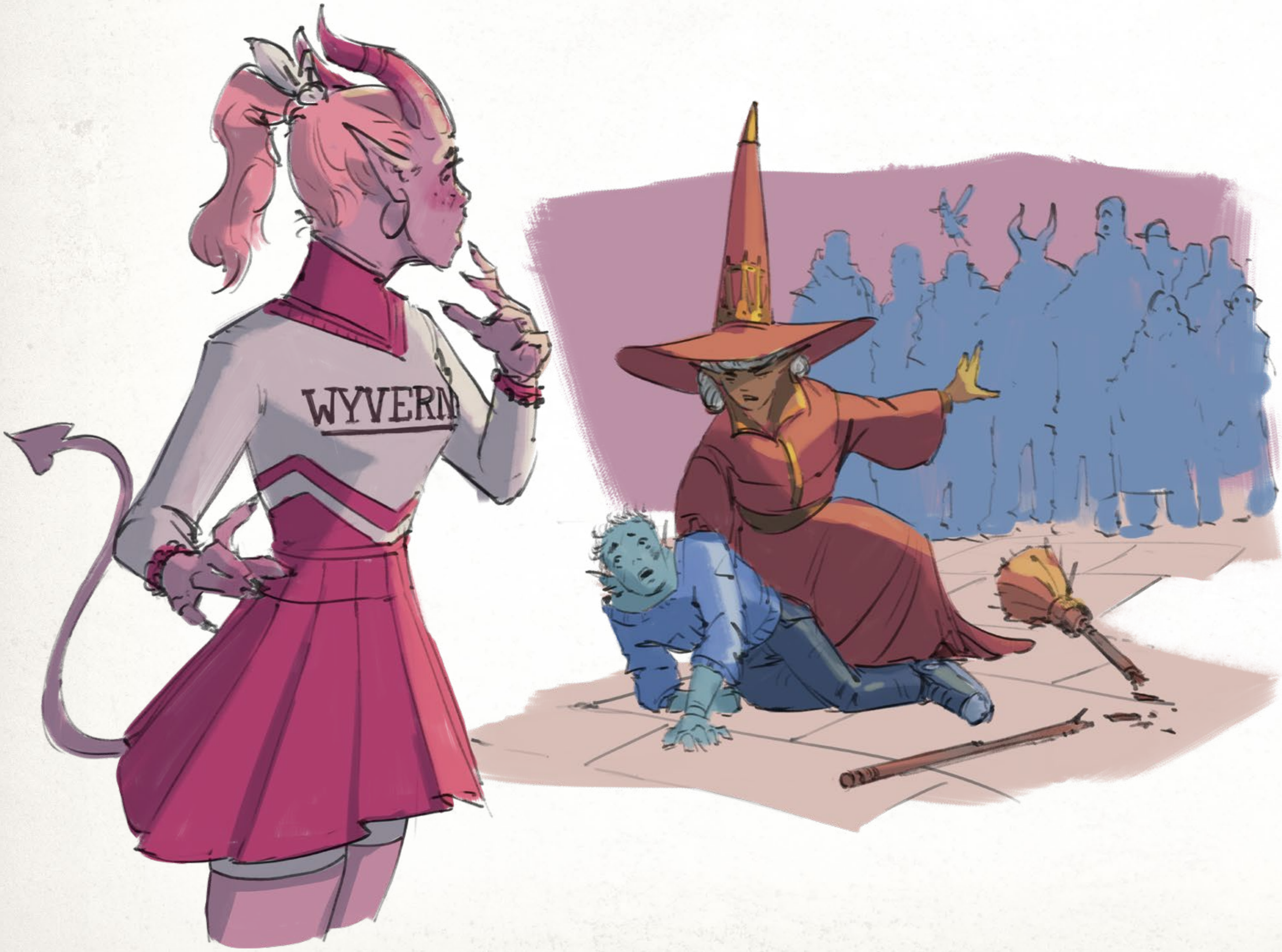
It's the last night of orientation week. It's been intense. Everyone has blisters on their sword hands, splinters from their broomsticks, and scents of spells clinging to their hair. Students are buzzing with conversation out in the courtyard, sharing stories from their first week at Castle High. Amid the excitement, a shape appears in the clouds, coming closer and closer until...

A boy wearing a Castle High sweater and clinging to his broomstick crash-lands in the courtyard, unconscious and very hurt. As **Mrs. Wickett** (she/her), the headmaster's assistant, runs to him and calls for everyone to back away, the student's eyelids flit open for just a moment. He locks eyes with the nearest student, a tall infernis cheerleader, and whispers, "They're going to get—!" But the boy's words catch in his throat, and he loses consciousness again before he can speak the rest.

As everyone is cleared out of the courtyard and shuffled to their respective towers, one of the older students says the boy's name is **Oliver Fleming** (he/him)—one of the eight kids who went missing last school year while out exploring the ruins. After months with no word, Oliver is back.

A few bold students ask Mrs. Wickett what the school is going to do, and if the teachers will talk to Oliver and send people out to whichever skyland he came from. "What if he knows what happened to the other kids?" But Mrs. Wickett tells everyone to hush and head to their dormitories, refusing to say anything more about the disappearances until "after Mr. Fleming has recovered."

Will the group sneak out of their tower to find Oliver to ask him questions? Will they gather stories about Oliver from fellow students to piece together where he's been? Does Mrs. Wickett know more than she's letting on?



CAMPAIGN MECHANICS

The following mechanics are unique to this campaign.

Flight

All attendees of Castle High are required to master flying, both for their safety and to explore the skylands. Each semester, the latest tricked-out brooms, stylized flight spells, and weapon-surfing techniques are showcased by a new generation of fliers seeking to define their experience in the skies.

During character creation, each player will create a skyshard artifact they'll use to fly. While the PCs are flying, use the normal movement rules. They can fly within Close range as part of an action roll, but they must roll an appropriate trait to move beyond Close range or as their primary action. See the upcoming "Using Traits for Flight" section for more details. Let the players know that some threats—such as becoming *Restrained* or *Vulnerable*, losing their artifact, or taking Severe damage—may temporarily interrupt their ability to fly (at the GM's discretion).

USING TRAITS FOR FLIGHT

While flying, PCs can take cues from extreme sports, mimic birds and other flying animals, or invent their own style. The following are some examples of how each trait can be used:

Agility: Unrivaled technique and an uncurbed appetite for momentum can make a PC a swift and acrobatic flier. Agility might be used to speed-boost off an adversary's wake, maintain an aerodynamic posture, or angle past a winged threat.

Finesse: Sometimes focus and a subtle adjustment at the exact right moment are all it takes to thread the needle. Finesse helps with precision flying techniques, operating finely tuned controls, or deftly weaving between obstacles.

Strength: Never skip leg day, because no one's sure what the skies might throw at them next. Fliers with great strength can blast through floating debris, hold fast in shifting weather, or slam into a racing rival.

Instinct: Some learn to fly by sheer intuition, navigating the untamable nature of the winds and sky. Instinct can be used to keenly spot a shortcut, follow a migratory current, or sense hidden danger in the clouds.

Presence: In the air, some fliers possess natural grace and effortless style that make flying look easy. Students with presence know how to command attention, cause a distraction, or create a spectacle when they take flight.

Knowledge: Some students study everything there is to know about magical flight—so they've totally got this... in theory. It takes knowledge of the skies to chart efficient flight plans, plot rotational momentum, or deduce the exact timing of a foe's wingbeats.

A Less Lethal Campaign

For a more lighthearted campaign like Castle High, you might decide to narrate most or all damage as nonlethal. This allows students to duel each other, unleash magical hijinks on the school, or subdue a rival without resorting to true violence. Alternatively, you might decide that certain moments are dramatic enough to warrant escalation, giving the PCs the ability to control whether their damage is lethal or not.

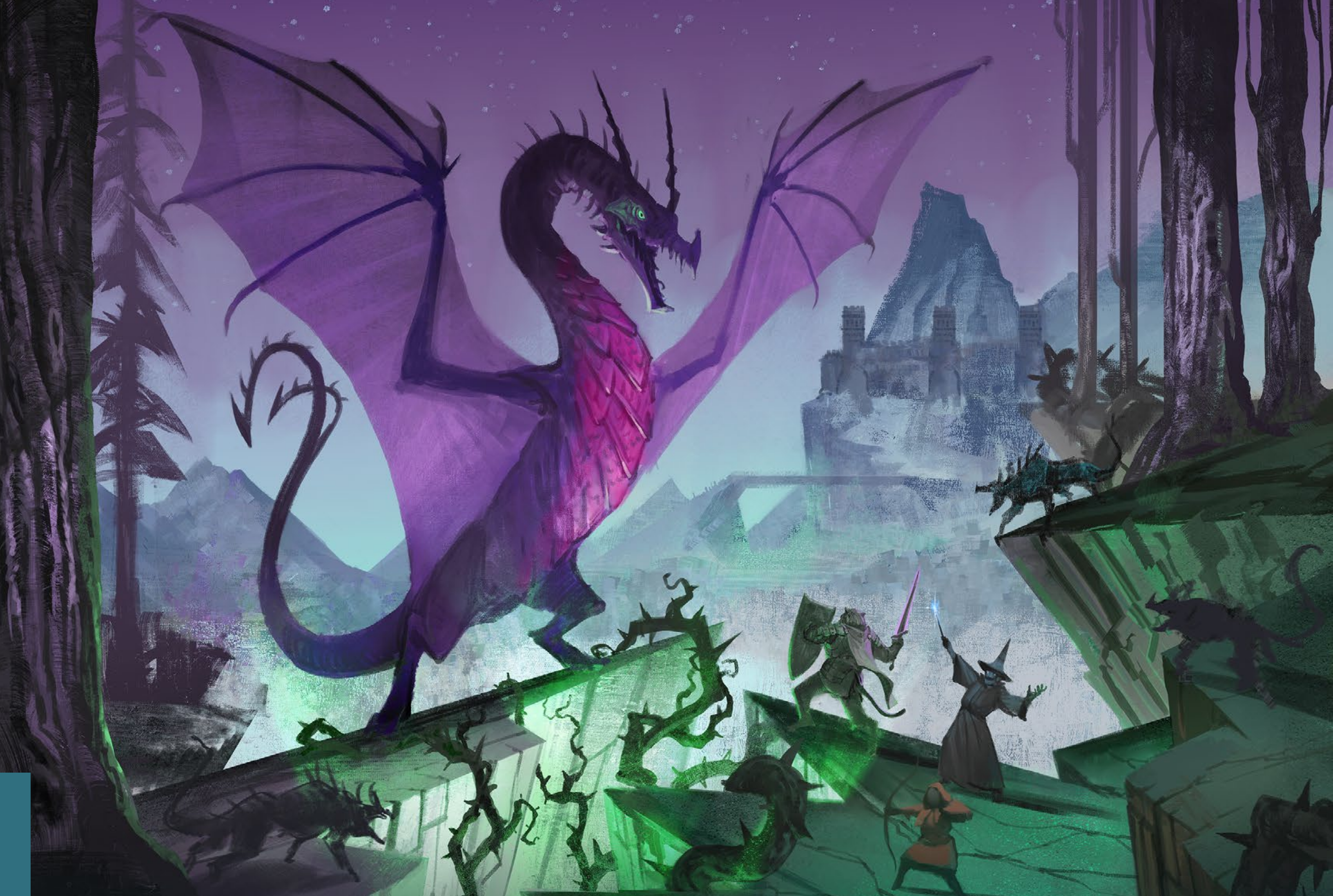
If you'd like to keep death off the table for your campaign, any death moves that would normally lead to a character's demise can instead lead to a character ending up in the infirmary for a few weeks or being sent home for the semester, making them unplayable for some time but not dead.

SESSION ZERO QUESTIONS

Ask your players any of these questions, or make your own.

- Why did you enroll at Castle High?
- Who is one friend you made during orientation? What have they told you about their connection to the missing students?
- Who is one teacher you made a positive impression on, and how did you do it? Who is one teacher you made a negative impression on, and what caused it?
- You've already begun some of the core classes in your track. Pick one feature from your subclass or domains. How did you learn it?
- What surprised you when you first entered your tower? Were you assigned to the tower you wanted? What aspect of your new home most excites you?
- A group in another tower has declared themselves your rivals. What tower are they in? What caused this rivalry to start? What have they said they're going to do about it?
- How did Riley's disappearance affect the last two days of your orientation week? What did the adults do about it? How has it changed the other students' behavior?

WHERE'S RILEY



REIGN OF THE WEREDRAGON

In a land ruled by a violent weredragon tyrant, heroes ordained by the stars to defeat her must rise to the challenge and defend their people.

Designed by Jeremy Crawford, Rowan Hall, Christopher Perkins, and Spenser Starke

Complexity Rating: ● ●

THE PITCH

Read this section to your players to introduce them to the campaign.

Once upon a time, in the peaceful land of Whelvia, a powerful sorceress named Forlorne Lykona deceived the country's great dragon warden to absorb his power and rule the kingdom herself. Transformed into a weredragon by the powerful ritual that fused the warden's power with her cold heart, Forlorne now takes to the skies, feasting on all who challenge her and cursing innocent villagers to become ravenous weredrakes. The people called on the brave defenders of the realm, the Knights of Whelvia, to protect them—but the knights instead bent the knee to the draconic tyrant, allowing her to command their forces and leaving the land without protectors.

In a Reign of the Weredragon campaign, you play destined heroes of Whelvia, rising up against Forlorne Lykona and her knights to save this once-idyllic land from the jaws of tyranny.

TONE & FEEL

Epic, Fairy Tale-Like, Grim, Hopeful

THEMES

Astrology, Fate Written in the Stars, Swords & Sorcery, Tyranny's Rise and Fall

TOUCHSTONES

The Black Cauldron, Conan the Barbarian, For the Queen, The Little Mermaid, Sleeping Beauty, The Sword and the Sorcerer, The Wolfman

OVERVIEW

If your group decides to play this campaign, give your players the following information before character creation.

In the land of **Whelvia**, some people still tell stories of the constellations that illuminate the sky. Among them, dragons made of stars appear each night to guide travelers, deliver counsel, and perhaps answer the prayers of those who call their names in times of need. That is, after all, how the first dragon constellation **Whelvarax** came to be.

Long ago, in the time of Whelvarax (she/her), from whom the country of Whelvia would one day derive its name, the land was in ruins from decades of invasions. Borders were drawn and redrawn as foreign armies came to conquer the verdant forests, azure coasts, and high mountain peaks. At the time, Whelvarax ignored the people's plight. The great dragon was annoyed by the ruckus and destruction but would long outlive the silly conflicts of smaller creatures, so she had no desire to wade in.

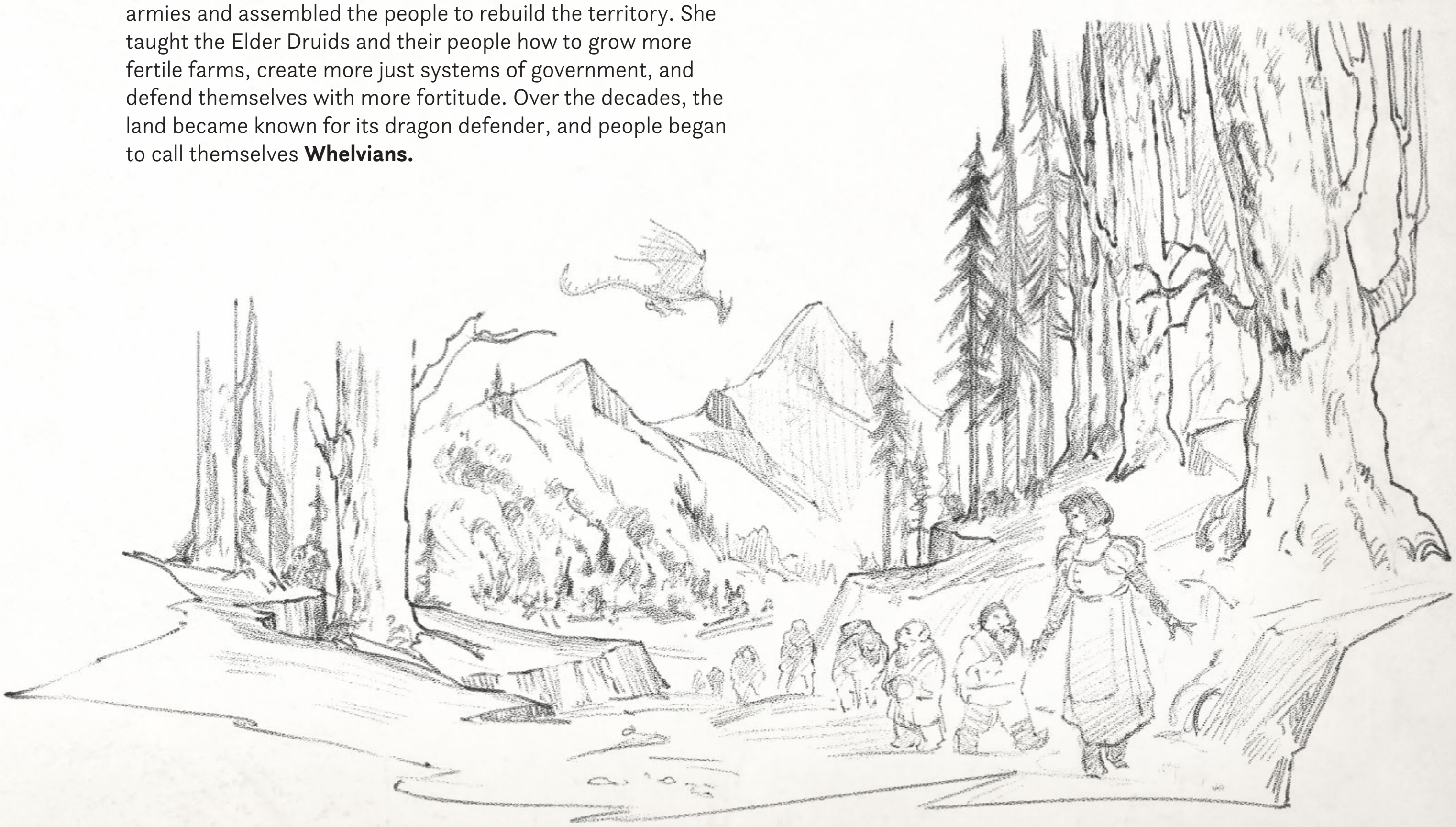
But the **Elder Druids** were desperate to stop the fighting. With great love for the land and reverence for the dragon, this order made an appeal: "Great Whelvarax, we beg your aid in driving the invaders from your beautiful home. We know a way to raise mortals to godhood through worship. If you help us, the people will serve you, and we can found a nation that protects your land and exemplifies your wisdom. We will make you a god among the stars—an **Ascendant**."

Whelvarax was intrigued by this offer and did as the druids asked. Using her powerful, fiery breath, she drove out the armies and assembled the people to rebuild the territory. She taught the Elder Druids and their people how to grow more fertile farms, create more just systems of government, and defend themselves with more fortitude. Over the decades, the land became known for its dragon defender, and people began to call themselves **Whelvians.**

After over two hundred years of prosperity, Whelvarax reached the end of her life, and the druids made good on their offer. Because her people were so loyal and she was so beloved, when the old dragon came to pass through the veil of death, the druids were able to perform a ritual that called on the gods in the Hallows Above, asking them to raise the beloved leader to divinity. Through the druids' ritual, Whelvarax ascended into the sky to become a constellation. In subsequent years, people began to look up at night, searching for guidance and trusting that their former leader would light their way.

Seven dragon wardens followed. Each ruled the land of Whelvia with unique powers, personality, and wisdom. Some were benevolent, others ruled with fear, but only the most powerful ascended to the stars to become Faint Divinities.

During these long years, some dragons sought to expand Whelvia's borders, others to grow the country's wealth, and still others to protect its natural resources. The Elder Druids who once saved the land died off, fading into the mists of history. In their stead, the **Knights of Whelvia** rose as sworn defenders of the realm. Valorous and true, this band protected Whelvians and embodied the hope for a prosperous and just nation. Like the druids before them, they were bound to the dragon warden through their common goal: the safety and prosperity of the people of Whelvia.



REIGN OF THE WEREDRAGON

For the last hundred years, the warden of Whelvia has been a purple-scaled dragon named **Sazanthe** (he/him), who made his home in **Vexstone Abbey** overlooking the sea. He was known for his vast knowledge of magic, and visitors came from faraway places to confer with him. Sazanthe hoped to fortify his people with knowledge and curiosity, ushering in an era of peace and prosperity where everyone, even those who came from beyond Whelvia, could enjoy the beautiful and abundant land they shared.

Like many wardens before him, Sazanthe took a non-dragon companion. Warden companions were meant to support Whelvians, aid their dragon, and live out the harmonious ideals of the druids who once allied with the great dragon Whelvarax.

Forlorne Lykona (she/her) did not embody these characteristics. An orphaned faun sorceress and cult leader, she was more likely to inspire Sazanthe's suspicion than his intellect. But she could read the stars, perhaps better than anyone else in Whelvia. In them, she saw Sazanthe's future: that he would become the next Ascendant. Desiring this power for herself, she came to Sazanthe promising to share an abundance of magic with Whelvia should Sazanthe partner with her.

Sazanthe, for all his wisdom, was taken in by the sorceress. He was compelled by her incredible talent, and she capitalized on this. When the pair undertook the ritual to bond, she instead twisted the magic and absorbed the great dragon into herself. As Forlorne and Sazanthe became one, the dragon's shock and horror triggered a release of magical energy that tore apart the abbey and killed most of the spectators, transforming them into ghosts who are trapped in the ruins.

In the months since that night, Forlorne has ruled Whelvia as a tyrannical **weredragon** queen, able to transform at will between two forms: her own faun body and Sazanthe's stolen dragon body. Through her absorption of Sazanthe, she intends to use the worship of the people of Whelvia to become an Ascendant and achieve the power of divinity as so many of the dragon wardens before her did. Where Sazanthe spent his time as warden bettering the lives of his people, Forlorne intends to subjugate Whelvians and use their fear to enhance her power.

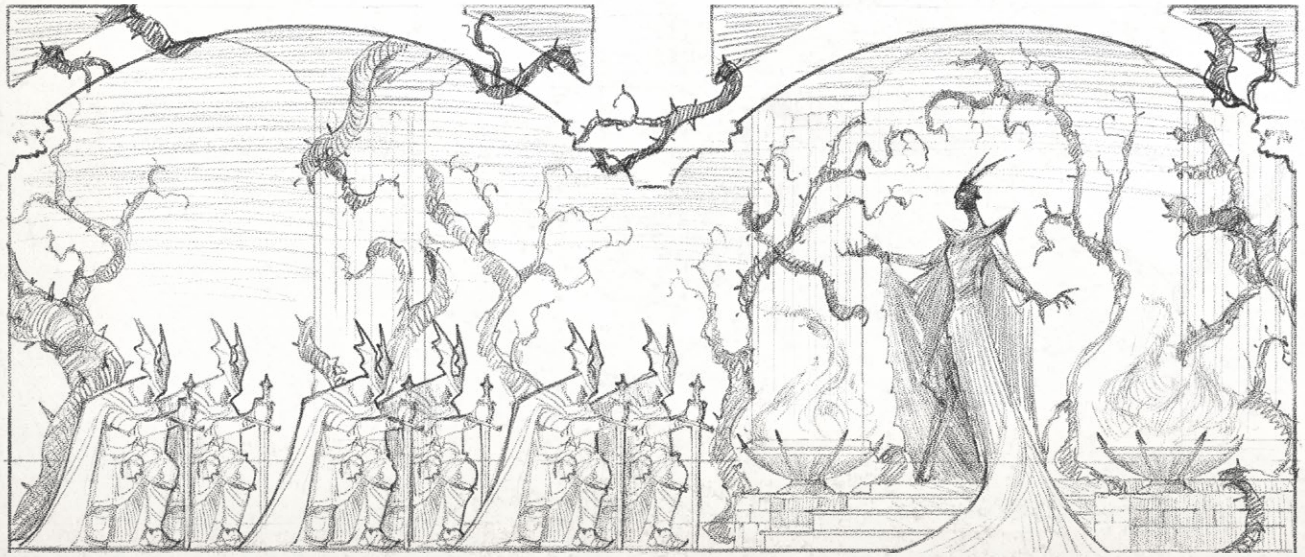
She withdrew to **Nwarlyth**, her fortress of stone on the region's tallest mountain, where she uses the Knights of Whelvia to carry out her tyranny. Under her orders, they've turned their forces from protecting against external threats to controlling the Whelvian people. Those valorous few who once swore to protect the realm now bend the knee to Forlorne, claiming that following her ways will "keep the peace."

Meanwhile, Forlorne sends soldiers to imprison those who disagree with her rulings, feeds upon anyone she feels threatened by, and uses her dragon's breath to transform dissenters into **weredrakes**—vicious, bestial predators. Sazanthe refused to use this unique power against all but his gravest of foes, but Forlorne has embraced it to create a loyal army.

Forlorne is desperate to ensure she does all that is necessary to ascend to the stars and become a god upon her death, but ever since she absorbed Sazanthe and seized his power, the constellations she used to look to for guidance—especially the stars of the great dragon Whelvarax—have given her nothing but silence.

Now, she sends riders in all directions to collect **sky seers**, those who can read the constellations, to provide her counsel in place of her own absent ability. But the tyrannical queen has a tendency to kill seers who give her answers she doesn't like, leading those with true talent to disappear into hiding and false prophets to flock to her fortress. There is a rumor among sky seers, whispered in only the most secret places, that unexpected and powerful heroes have arisen in Whelvia, and they will defeat the weredragon queen.

This land needs protectors—but it won't be the Elder Druids, a dragon, or the Knights of Whelvia riding to the rescue. Instead, it will be a band of adventurers destined by the stars to play a part in the fall of Forlorne Lykona. You are those adventurers.



COMMUNITIES

All communities are available, but some have unique aspects in a Reign of the Weredragon campaign. As needed, provide the following information to your players and choose one or more of the questions to ask them during your session zero.

Highborne

Prior to Whelvia's descent into tyranny, highborne Whelvians coexisted relatively peacefully with the peasantry while enjoying the prestige and privilege afforded by their status and wealth. Now, many highborne households cater to Forlorne's will and whims to gain power. For most, this isn't motivated by a belief that the queen's decisions are just, or even beneficial to Whelvia, but rather the desire to use her reign to grow their coffers and improve their station.

- What ties do you have to the Knights of Whelvia, and how did their betrayal of the people affect you?
- You are the rightful owner of a valuable parcel of land. How has Forlorne's tyranny placed your holdings in peril?
- You are closely allied with another noble house. Which family is it, and how has this alliance been affected by recent political turmoil?

Loreborne

Although Whelvia has no large academic institutions, the presence of dragons and other knowledgeable individuals has fostered smaller enclaves of sages, scholars, sky seers, and other truth-seekers. During Sazanthe's rule, there was a great push to cultivate and maintain these collectives, fostering many loreborne communities to grow in numbers and influence. But ever since Forlorne claimed the throne of Whelvia, loreborne communities have become targets. The queen sends her knights and their militias to collect or destroy grimoires, capture sky seers, and imprison prominent scholars who then face corrupt trials that result in them being turned into weredrakes.

- You were punished for warning others of the danger Forelorne poses to Whelvia. What was done to you, and how did you escape?
- What do you know about Whelvia that no one else knows?
- You protect a small piece of knowledge. What is it, and how do you believe the queen and her militia would react to learning it?

Orderborne

New orderborne communities are forming, both in support and in defiance of Forlorne's rule. These groups range from sects of a larger whole—such as political supporters or opponents—to entire settlements.

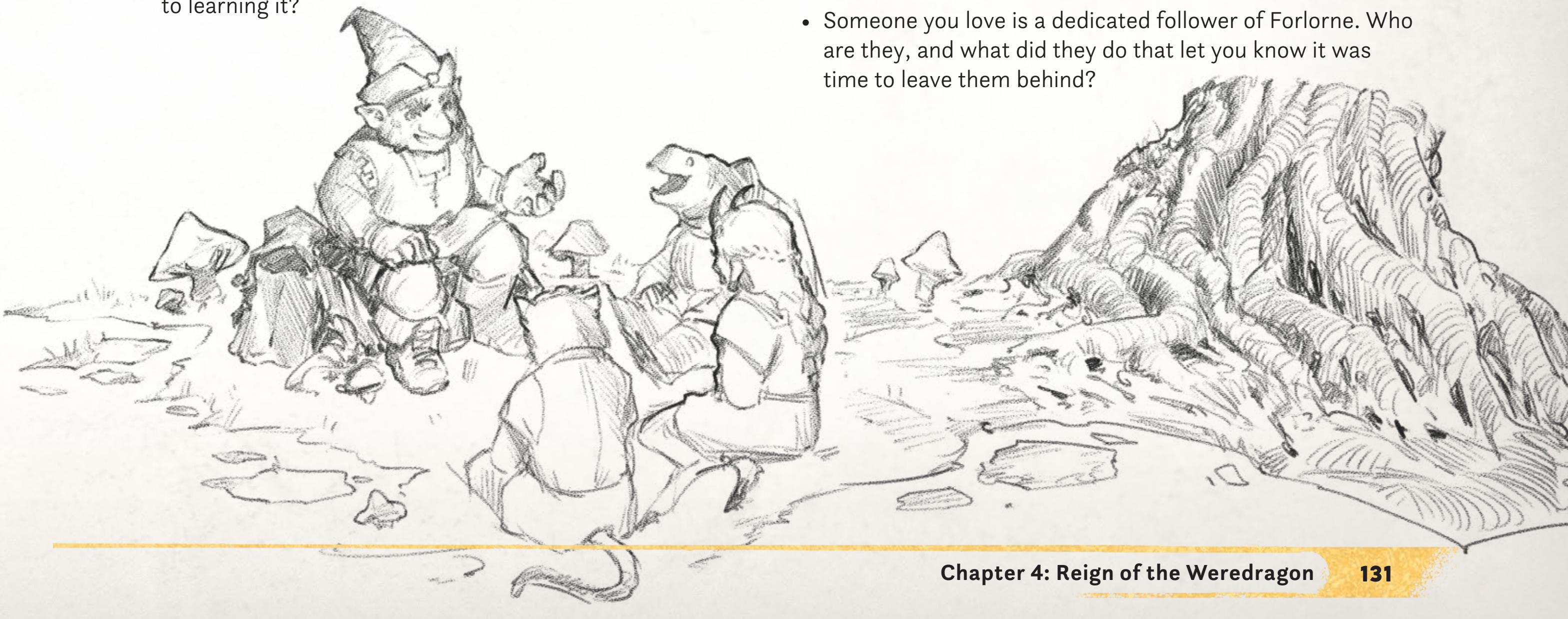
As Forlorne has gained power, her forces have swelled. The Knights of Whelvia control militias that carry out the queen's orders. These groups were once trained to fight foreign enemies and keep the peace, but now they're ordered to hunt and harm their fellow citizens for simply disagreeing with the beliefs of the queen.

- You were once given an order that you defied. What was the order, and what were the consequences?
- When Forlorne's forces came, your community submitted to her rule. Why did they do this, and how did you react?
- You protect someone in your community. Who is it, and why are you concerned for their safety?

Reborne

As the queen has gained more power and forced more of her subjects to fear for their lives, increasing numbers of communities are yielding to her rule. Those who refuse to bow alongside their community might leave it instead, either to preserve their ideals or save their own lives. People may find that their community disavows them if their political and moral beliefs don't align with Forlorne's proclamations. Reborne may come from families, villages, or even entire regions of Whelvia that claim to support the queen's regime—either as true believers or people too afraid to oppose the weredragon.

- Someone in your family sold out a neighbor to Forlorne's forces. What was the neighbor's crime, and what consequences did they face?
- The last words you heard from your family when you left will haunt you forever. What did they say?
- Someone you love is a dedicated follower of Forlorne. Who are they, and what did they do that let you know it was time to leave them behind?



Slyborne

The Knights of Whelvia have always worked to stop ne'er-do-wells across the country. But now, with the knights turning their backs on the people in favor of Forlorne's rule, some career criminals are reorienting themselves as well. Once-apolitical slyborne communities have become champions of the downtrodden, vigilantes with axes to grind against the weredragon, or even rebel organizations making moves to unseat the queen.

- What did you witness that prompted you to start using your criminal skills to go against the queen's regime?
- You have a contact inside Forlorne's court. Who is it, and why have they told you they want to fight Forlorne?
- Since the rise of the queen, your community has begun smuggling something through parts of Whelvia. What is it, and why must this effort remain secretive?

Some slyborne could be current or former members of Forlorne's network of spies. The queen commonly sends individuals to infiltrate groups she believes oppose her. These spies might sabotage freedom fighters, tip off the knights, or even turn in rebels to face Forlorne's corrupt court system.

- You've spent most of your life indoctrinated by Forlorne's lies. What broke you out, and who are you now running from because of it?
- You infiltrated a rebel group and learned critical information about their plans. What did you do with this knowledge?
- You agreed to become a spy for the queen because her forces are holding someone you love captive. Who is it, and what deal did they make with you?

Underborne

Beneath the verdant forests, rolling hills, and rugged peaks of Whelvia lie rich subterranean dens and enclaves, many unknown to the queen and her spies. Enemies of the weredragon can find sanctuary here and avail themselves of tunnel networks that are often safer to travel than the roads above.

The magic portals that permit access to these underground sanctuaries are invisible to outsiders and require special keys to step through. Members of underborne communities can always sense the nature of a portal, which tells them what key is needed to pass through it. Portal keys can take many forms, such as seeds, berries, leaves from a particular kind of tree, passwords, musical notes, or objects of a certain scent or hue.

- Your people have contemplated opening the caverns to surface dwellers to help protect them from the queen. What stance have you taken and why?
- One of the Knights of Whelvia and their militia have taken control of the underground warren you call home. What information does your community keep secret from them, and what consequences could there be?
- What is the nature of one of the portals that leads to your community? What do you keep with you that allows you to enter?

Warborne

Since Forlorne's absorption of Sazanthe and her takeover of the country months ago, many peaceful, prosperous parts of Whelvia have fallen into destruction and tragedy. Warborne individuals are often from small villages that reside on lands regularly fought over by the Knights of Whelvia and rebel forces. Others come from the warfront itself, their lives transformed by the fight for the soul of Whelvia, no matter which side of the conflict they've fallen on.

- What role have you played in the current conflict so far? What circumstances led to your involvement?
- Someone you fought alongside lost their life. Who were they, and what did they say to you before they died?
- You once protected someone on the other side of the conflict. Who were they, and why did you save their life?

Wildborne

The woodlands of Whelvia are resource rich, which has made them highly sought-after by both Forlorne's forces and local rebels, and they've become dangerous territory as a result. Forests held by the Knights of Whelvia are filled with militia encampments that decimate the land through hunting, foraging, and deforestation. In response, many wildborne are joining rebel groups in an effort to drive out Forlorne's soldiers, using their knowledge of the landscape to build traps and orchestrate attacks from the canopies above and the underbrush below.

- What sacred place was destroyed by the conflict moving into your forest? How has your community reacted?
- In your forest there lives a plant or creature that is particularly dangerous to those unfamiliar with it. What is it, and what makes it deadly?
- Your home was taken over by one of the queen's militias. What have you often overheard troops saying to one another?

ANCESTRIES

All ancestries are available, but one in particular has unique aspects in a Reign of the Weredragon campaign. As needed, provide the following information to your players.

Drakona

Among the stars in the night sky are dragon-shaped constellations, each representing a dragon warden who ascended. In Whelvia, some drakona can exhale celestial energy akin to starlight when they use their "Elemental Breath" ancestry feature. The feature's effect is otherwise unchanged.

TRANSFORMATIONS

All transformations are available, but some have unique aspects in a Reign of the Weredragon campaign. As needed, provide the following information to your players.

Werewolves & Shapeshifters

Because the queen uses her power as a weredragon to control the people of Whelvia, even forcibly transforming those that oppose her into weredrakes, anyone who can shift their form may be treated with suspicion. People might assume those who can transform have that power due to association with Forlorne and her terrifying magic. Others with loved ones who were transformed into weredrakes might turn to people who can shift their forms, hoping to learn ways to help family and friends who fell victim to Forlorne's magic.

CLASSES

All classes are available, but some have unique aspects in a Reign of the Weredragon campaign. As needed, provide the following information to your players.

Druids

While the order of the Elder Druids that founded Whelvia no longer exists, many in this land still treat druids with reverence. In particular, villages and small communities that still believe in the Ascendants are more likely to treat druids like minor celebrities, with locals asking to see displays of magic or receive healing. This has more to do with their title as "druids" than any specific powers, and other classes that utilize the Sage and Arcana domains are less likely to receive similar attentions.

The ancient druids left behind large stones carved with runes that defy attempts to decipher them. Druids in modern Whelvia might be interested in finding these monoliths, studying them, and harnessing their power. There's hope among those who study the ancients and believe in their ways that the stones can be utilized to conjure the ancient druids' protective wards, which could be especially potent in the fight against Forlorne and her weredrakes.

Like werewolves and shapeshifters, druids might be treated with suspicion if they shift into their Beastform around Whelvians who fear Forlorne, her weredragon form, and the weredrakes she creates. Those who still hold reverence for druids might instead seek out these practitioners for this exact reason: hoping they might have the power to transform their weredrake loved ones back into their original form.

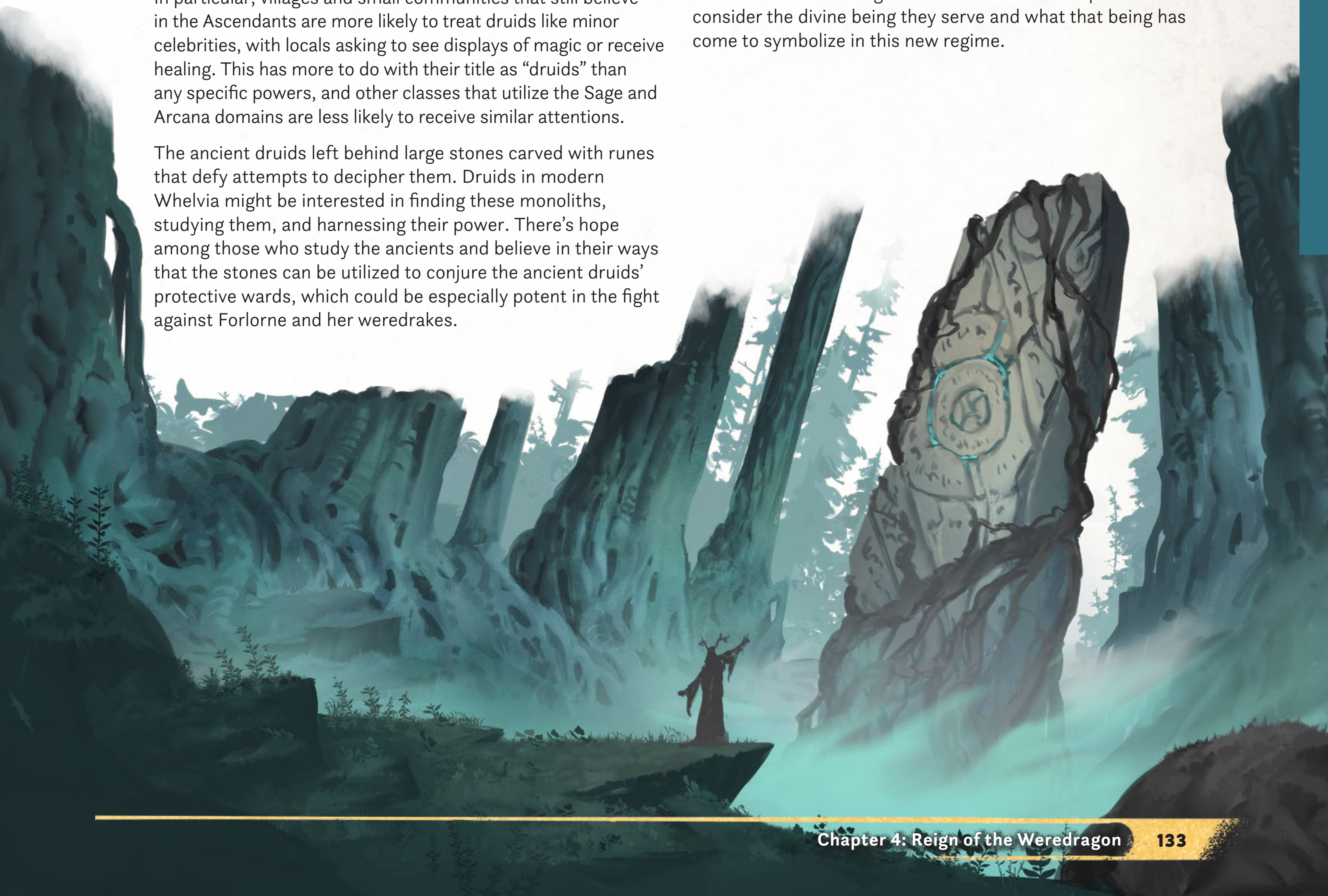
Guardians

The Knights of Whelvia have long been the protectors of the realm. Some guardians held childhood dreams of becoming knights, going so far as to learn all the proper rituals of initiation, only to see their beloved heroes forsake their oaths and bow to a tyrant.

A Stalwart guardian might take it upon themself to restore the honor of the Knights of Whelvia, perhaps with the help of knights who have fallen but aren't beyond redemption. A Vengeance guardian might strive to destroy the fallen Knights of Whelvia, judging them as unworthy of the trust placed in them.

Seraphs

While once a seraph who worshipped the Ascendants might have been viewed as traditional, or even rustic, this has changed since Forlorne's rise to power. By the weredragon queen's decree, the worship of higher powers other than the Ascendants is now illegal in Whelvia. Now a seraph must consider the divine being they serve and what that being has come to symbolize in this new regime.



PLAYER PRINCIPLES

If your group decides to play this campaign, give your players the following information before character creation.

Embrace Your Destiny

All the PCs in this campaign have a fate that is intertwined with Forlorne Lykona. Consider how your character came to know this—perhaps they received some kind of astral omen, they were born under strange stars, or they have a constellation-shaped birthmark. Who is the sky seer who read your character's fate? What unique detail did the seer tell your character about their destiny?

Heal and Unite the Realm

The people of this land remember the idyllic realm Whelvia was before Forlorne Lykona became queen. When building your character, consider what drives them to hope that the realm can be restored and how that affects the way they interact with others. Though they might differ in tactics, attitude, and levels of dedication, all PCs in this campaign should have—or aim to find—a reason to believe in hope for Whelvia despite its current state.

Make It Personal

Strive to make the destruction of Whelvia have a personal impact on your character's life. What have Forlorne and her subordinates done to set your character on their current path? How has her reign of terror changed what is most important to them? What specific event or moment made your character decide to take the fight to the weredragon tyrant and join forces with other like-minded heroes?

Remember Who the Villain Is

Forlorne Lykona is an evil that corrupts all that's good in Whelvia. She turns innocents into weredrakes. She compels the Knights of Whelvia to enforce her vile decrees. She frightens her subjects into submission while rewarding those who spy and snitch on their neighbors. But as your characters encounter her minions, be aware that not all of them are irredeemably evil or in complete control of their actions. Some might even help the PCs under the right circumstances.

The seeds of Forlorne's destruction are scattered throughout Whelvia, waiting to be found. Discover how the tyrant came to be. Learn her weaknesses from those who know her best. Search for cracks in her armor. Forge alliances. Obtain magic that can counter her sorcerous power or break her hold over the lesser evils of the realm.

GM PRINCIPLES

Keep the following guidance in mind while you GM this campaign.

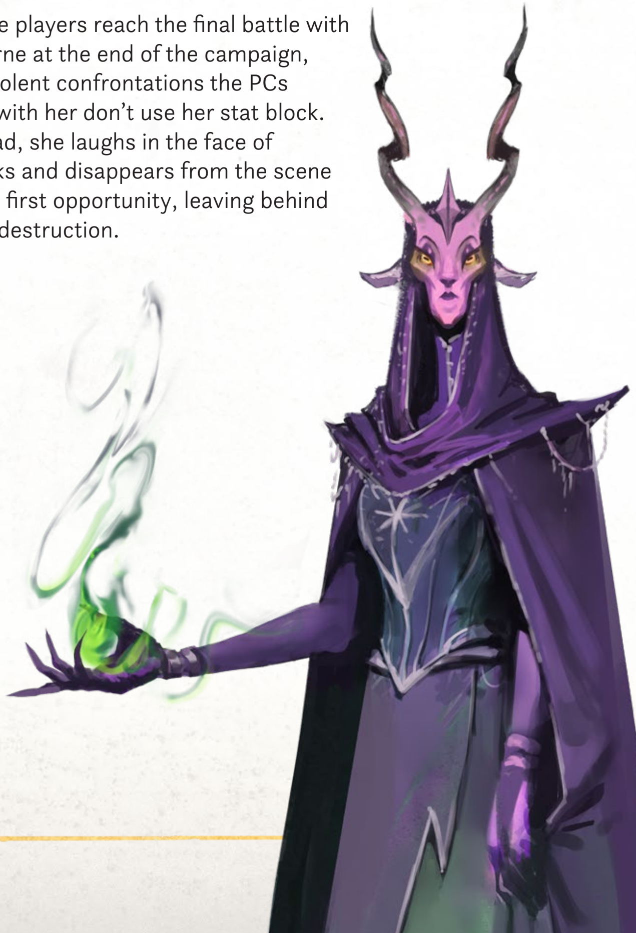
Make Tyranny Omnipresent

No matter what area of Whelvia the PCs are in, the effects of Forlorne's tyranny should always feel present. Consider the ways the culture has changed since Forlorne seized power. A former festival of joyous celebration might have been transformed into one of regimented reverence—or dangerous rebellion. There might be settlements that have fallen under complete control of or been leveled by the Knights of Whelvia. Travel across the kingdom is regulated, certain kinds of speech outlawed, accusations of dissent treated with hostility, and certain types of innocent people targeted for imprisonment or death simply for existing. Ensure that the source of all major conflict in Whelvia directly or indirectly traces back to Forlorne.

Showcase Forlorne's Power

Make it clear to the PCs that Forlorne's power is extraordinary and unmatched. The effects of her mere presence should leave NPCs with terrifying stories and horrific nightmares, experiences they should share with the PCs. Any direct sightings or encounters the PCs have with the weredragon should highlight her brutality and unwavering evil—for example, Forlorne flying over a town and dropping the head of a Whelvian rebel into the center square as a reminder of what happens to those who disagree with her, or devouring a member of her own forces for failing an order. Above all, she should be ruthless, violent, and unyielding.

Before players reach the final battle with Forlorne at the end of the campaign, any violent confrontations the PCs have with her don't use her stat block. Instead, she laughs in the face of attacks and disappears from the scene at the first opportunity, leaving behind utter destruction.



Reveal the Cracks in Her Regime

Though Forlorne herself is very powerful, that doesn't mean everyone in her regime is loyal, competent, or evil. As you're building out your campaign, plant opportunities for the PCs to exploit these cracks to get a leg up on their foes. For example, the Knights of Whelvia might have a member who's willing to share information for a price or can be persuaded to turn on the weredragon under the right circumstances.

For an example NPC who can serve PCs in this way, see "Schon" in the "Distinctions" section of this campaign frame.

Build to the Inevitable Confrontation

Though the ultimate confrontation of the campaign should be against Forlorne Lykona, it's vital to have other adversaries who stand in the PCs' way. Consider how you can build to the final battle through the prominent adversaries you place throughout the campaign.

You might start small, maybe establishing that the town the PCs are staying in is under control of the Jagged Knife, a criminal gang loyal to the weredragon queen. Their leader uses lackeys to enforce the queen's decrees, spread terror, quell uprisings, and eliminate traitors. Later, PCs might encounter a Knight of Whelvia who has been assigned by Forlorne to command watchtowers, patrol roads, and root out troublemakers in an area. Additionally, petty nobles, master assassins, pirate captains, royal advisors, and other important figures are always vying for a chance to prove their loyalty to the queen, and you might use one or more of them to put the PCs in a difficult spot during their travels. Think about what they each stand to gain from their alliance with her, and use that to drive their motivations and tactics in play.

If the PCs are hungry for a chance to meet the villain early in the campaign, you might surprise them by giving them what they want. It's fine to have the PCs interact with Forlorne before the final showdown. Once her spies realize what the characters are up to, she might invite them to her fortress. In her faun form, she could use her devilish charm to glean their intentions, tempt them with power, and try to bend them to her will. If they refuse, she can still let them go unharmed—perhaps she expects them to change their minds or doesn't consider them a serious threat, or maybe she plans to use them to weed out other disloyal subjects or uncover knowledge that has eluded her.

DISTINCTIONS

Use this information to prepare your campaign. You can also share it with your players as needed.

The Weredragon Queen

The following sections provide an overview of Forlorne Lykona. For her stat blocks, see pages 142 and 143.

THE FIRST ACT OF EVIL

There are many tales of the origin of Forlorne Lykona. Most speak of terrible treatment at the hand of her mother, **Dolorez** (she/her). Some include the deep affection she had for her twin sister, **Harrowyrr** (she/her). But all speak of *Trigleer's Incantations*—a grimoire of dark magic that was used in Forlorne's first act of evil.

What exactly happened in her childhood cottage the night of that act is still debated, but the story goes that Forlorne used the grimoire to summon a monstrous shadow beast that would steal her mother away to the Valley of Death forever. Dolorez, a great sorcerer in her own right, set her own house ablaze during the attack in an attempt to keep the shadow creature at bay with the firelight. Forlorne's power was greater than her mother's, even at her young age, but while she murmured dark spells that ensured Dolorez succumbed to the darkness, she did not hear her sister's cries for help in the flame. Harrowyrr was trapped by the fire, burned alive. The charred remains of this cottage have sat abandoned since that fateful night, a haunted place now known as Witch's End.

BUILDING FORLORNE COLLABORATIVELY

During your session zero of a Reign of the Weredragon campaign, you will build Forlorne Lykona together with your players. Print out the Reign of the Weredragon Villain Builder sheet (available in the appendix or at www.daggerheart.com/downloads).

Before character creation, cut out the prompts, fold them up, randomly select about fifteen prompts (it's okay to use more or fewer prompts), and place them on the table within reach of everyone participating. Then go around the table, starting with the player to your left, and have each player grab a random prompt, read it aloud, and answer the question. Other players may follow up with additional questions based on their response, but it's up to that player if they want to answer them. When there are no more follow-up questions, the next player reads a prompt and answers it.

If the player chooses a question they would rather not answer, or would prefer somebody else answer instead, they can pass it to that player or discard it from play. When there are no more prompts on the table, continue to character creation.

The questions from the Villain Builder sheet are included on the next page for reference and have numbers next to them in case your table would rather roll dice than physically cut out each option.

> ***Tip:*** *This section draws its primary inspiration from the tabletop roleplaying game "For the Queen" by Alex Roberts, published by Darrington Press.*

VILLAIN BUILDER ROLL TABLE

If you want to use the roll table, roll a d4 and a d10. The d4 should serve as the tens place value, and the d10 should be the ones place value. For example, a result of 3 on the d4 and 7 on the d10 would be the number 37. If a player lands on a prompt that's already been used, they should reroll. The process is complete once the players have answered 15 questions from the table.

ROLL	PROMPT
10	The queen once ordered the creation of something beautiful in her honor. What was it, and where does it now reside?
11	What is a unique or unexpected part of Forlorne's appearance that affects how people view her?
12	Forlorne and one of the Knights of Whelvia are rumored to be having an affair. Who is the knight, and what are they known for?
13	Forlorne recently quashed a small rebellion. Who led that effort, and what mistake did they make that led to their downfall?
14	What symbol do followers of the queen use to identify themselves to one another?
15	Forlorne frequently visits a remote Whelvian village. Why do the locals believe she keeps coming back?
16	Forelorne's castle contains a secret room that only she can access. What does she hide there?
17	What heinous acts has Forlorne imposed upon her citizens since becoming queen?
18	What distinct markings, patterns, or features do Forlorne's weredrakes bear once she transforms them?
19	What unique magical item is Forlorne rumored to seek? What are people afraid she'll do if she gets it?
20	The queen recently lost a close member of her royal court. Who were they, and how has she responded to their death?
21	What defensive systems are rumored to protect the fortress of Nwarlyth where Forlorne resides?
22	Who is the queen's most recently appointed royal advisor, and what aspect of the kingdom are they responsible for?
23	The queen has a childhood friend who's now a member of her court. Who are they, and what's strange about them?
24	The queen's favorite weapon once belonged to someone else. What is it, and who owned it previously?
25	Which Whelvian hero vocally supports Forlorne? How does she reward them?
26	What inoffensive item, symbol, or practice did Forlorne ban when she came to power? What is the punishment for those who are caught violating the ban?
27	What is the Whelvians' nickname for Forlorne, and where did it come from?
28	What creature does the queen keep chained in her dungeon, and why does she keep it alive?
29	One member of Forlorne's royal court is treated differently from the others. Why is that, and how do the other nobles feel about it?
30	Forlorne sometimes disappears from Whelvia for short stretches of time. Where do people say she goes?
31	Forlorne recently destroyed something vital to many Whelvians. What happened, and who has been most affected?
32	What act of kindness did Forlorne recently commit? What controversy has come about because of it?
33	A foreign leader recently asked Forlorne for her hand in marriage, hoping to forge a powerful alliance. Who were they, and how did Forlorne respond?
34	Forlorne holds an annual celebration in her own honor. What does she require from citizens during the event, and how are they punished if they refuse to comply?
35	What symbol do Whelvian rebels use to identify themselves to one another?
36	Forlorne is demonizing a specific community, blaming them for Whelvia's problems. Which community is it, and what has she tasked her knights to do in response?
37	Forlorne elevated someone to power who was an unexpected choice. Who are they, and why do people believe she chose them?
38	Forlorne recently killed a sky seer. What did this person see in the night sky that caused her to kill them?
39	What scandalous story is everyone telling from Forlorne's last grand ball?
40	What trait or behavior of others brings out Forlorne's cruelty?
41	Someone saved the queen's life. Who were they, and what happened?
42	What promises has Forlorne made to the people of Whelvia, and what, if any, action has she taken to fulfill them?
43	Which criminal organization handles clandestine tasks for the queen?

ROLL	PROMPT
44	What specific claims does the queen's most recent propaganda campaign make to her people?
45	Forlorne meets her sky seers in a very specific place. Where do they go, and why does she bring them there?
46	The queen's regime has taken many people from their homes. Why were these people chosen, and where does Forlorne send them?
47	What new process has Forlorne implemented to dispatch those she deems criminal in Whelvia?
48	What did Forlorne say at her last widely attended speech? How did the audience react?
49	What is the queen's rumored vice, and where in Whelvia does she go to satisfy it?

The Knights of Whelvia

There are typically around sixteen Knights of Whelvia and, under the queen's rule, each leads a militia that presides over a sector of land to enforce Forlorne's will. In the past they protected Whelvia from outside threats, stopped violent crime, and even built infrastructure and collaborated with citizens to bolster the well-being of all. Turning their swords against unarmed Whelvians and peaceful foreigners violates the very ideals of the order itself. Now they find themselves torn between duty to the realm and duty to their sovereign.

Knights of Whelvia often justify their allegiance to Forlorne by making false claims about her intentions and blaming others for inciting her acts of terror, but at times they quietly lament that the order is a pale shadow of its former self, unequipped to deal with a threat as great as the weredragon.

Lady Lavender (she/her), a retired knight, is a noteworthy exception who cleaves to her oath even though she's too old to challenge Forlorne openly. Whether the Knights of Whelvia as a whole can be redeemed is a question the PCs should ask throughout the campaign, with opportunities to form new opinions as they meet more members of this troubled order.

Schon

Schon (pronounced "shawn"; they/them) is a firbolg and highly skilled sky seer who has served under Forlorne since they were both members of the same stargazing cult. Schon was loyal to Forlorne and even aided her in her plot to absorb Sazanthe. But Schon's loyalty turned to hatred the moment Forlorne's ritual destroyed the abbey and killed many of the guests. Only then did Schon realize the depths of her selfishness and cruelty.

Nevertheless, Schon remained in Forlorne's service as her most trusted advisor.

Schon knows Forlorne Lykona better than anyone and is the only person she trusts. But she doesn't know the truth—that Schon spends every waking moment plotting her downfall. Armed with secrets, Schon can guide the heroes to Heaven's Eye, the hidden observatory where a celestial being called the Astromancer awaits them (see "The Astromancer" in the next section).

If the PCs are stuck or unsure about how to proceed, have Schon relay an anonymous message to them via **Astrid**, their seagull familiar. Schon can suggest a course of action to guide the characters and story in a new direction.

The Ascendants

The Ascendants are a collection of Faint Divinities who were once mortals but ascended upon their death, becoming celestial constellations above Whelvia. The writings of the Elder Druids declared that the most powerful, revered, and worshipped creatures are worthy of ascension. While mythical beings such as dragons, and in particular the dragon wardens, often fit these qualifications, anyone deemed sufficiently worthy of apotheosis can become an Ascendant.

BELIEF IN THE STARS

While belief in the constellations' ability to impart guidance from the Ascendants has diminished over the many centuries since Whelvarax's reign, citizens across the nation still incorporate the night sky into their lives. Most Whelvians engage with the stars on a purely cultural level: celebrating holidays dedicated to past Ascendants or incorporating celestial motifs into their clothing and home, but not connecting on a spiritual level. Others follow the various religious practices that Whelvians have established around Ascendants or visit local sky seers for inspiration or solace during important life events. Only the most devout—many of them professional or amateur sky seers themselves—believe in the stars' ability to impart destiny or foresee the future.

Work with your players to craft the various rituals and customs that Whelvians practice in relation to the Ascendants and the stars. Which aspects are only for the devoutly religious? Which customs are open to all?

THE ASTROMANCER

There exists a reality in which Forlorne Lykona becomes an Ascendant. The **Astromancer** (she/her) is an immortal, celestial creature from that reality—more precisely, the Astromancer is Forlorne in an enlightened state of being.

In a possible future—after she accomplishes her goal of ascension to become a Faint Divinity—Forlorne's enlightenment opens her eyes to the extent of the horrors she committed in the Mortal Realm to gain power. In an effort to counteract the tragedies she caused, the Astromancer found a way to return to Whelvia in the past and orchestrate her own doom. If Forlorne dies, the Astromancer ceases to exist.

Because they are one and the same, Forlorne is unable to perceive the Astromancer in any way, shape, or form.

Moreover, the Astromancer is dedicated to remaining nonviolent in her immortal state and will not directly harm anyone.

The Astromancer appears as a luminous, masked being who dwells in a magical observatory called Heaven's Eye, where she waits for the PCs. When the heroes arrive, the Astromancer performs a reading of the night sky, drawing the party's attention to prominent constellations in an effort to arm them with information they can use to orchestrate Forlorne's downfall (see more about this in the upcoming "Campaign Mechanics" section).

The Land of Whelvia

The map of Whelvia (available in the appendix) includes marked locations that are briefly described in this section, as well as locations without descriptions. You and your players should define these undescribed locations, alongside any new locations you desire, during your session zero.

As the PCs visit each key location, you can use the information below as a starting point, but allow players to describe these places as well. When in doubt, you can ask things like:

- Has your character been here before? If so, what's one thing they remember from their last visit? If not, what's one rumor your character has heard about the location?
- Which prominent or familiar figure residing here does your character know? What's noteworthy about this person?
- What unique flora or fauna is this place best known for? How does it affect the people who live here?

KEY LOCATIONS

Some of the key locations for a Reign of the Weredragon campaign are detailed below.

Froghaven Bog is the swamp that holds what's left of Forlorne's stargazing cult. It's rumored that the inside of their headquarters, the Dragonmyrth mansion, has become its own pocket dimension, a warped place of endless hallways, upside-down rooms, and violent cult members. *What saying or tenet is the cult best known for? Who from the cult has spoken out against Forlorne?*

Heaven's Eye is a magically hidden observatory. Inside dwells a mysterious celestial being called the Astromancer (see "The Astromancer" on page 137). *What unique architectural feature does Heaven's Eye have? In what way does the Astromancer's presence affect this place?*

Knightstead is the ancestral home of a retired human Knight of Whelvia named Lady Lavender, who lives there with her two pet hounds. Although she's too old to swing a sword, Lady Lavender aims to redeem the Knights of Whelvia by helping all who oppose Forlorne. *How is the legacy of Lady Lavender memorialized prominently in Whelvia? What are the knights who follow Forlorne doing to stamp out that legacy?*

Nwarlyth is the towering fortress of Forlorne Lykona. It houses the magical tapestry that sustains the wards protecting Whelvia's borders, as well as the statues of enemies Forlorne has magically turned to stone. *What prominent figure has recently disappeared while visiting Nwarlyth? Who or what stands in defense of the fortress?*

Vexstone Abbey is a clifftop ruin haunted by the spirits of those killed by the ritual in which Forlorne absorbed Sazanthe. These spirits are trapped inside mundane objects and can animate them. Rough-hewn tunnels connect the abbey's vaults and cellars to sea caves where local pirates conduct business with Forlorne's underlings. *How do the ghosts here react to people passing through? What wards or charms do the pirates carry to protect them from the supernatural forces they often encounter?*

Witch's End is a gloomy grove that contains the charred remnants of a cottage that was once Forlorne Lykona's childhood home. Forlorne's eleven-year-old twin sister, Harrowyrr, haunts the grove as an animate skeleton wrapped in an ashen shroud. *What does Harrowyrr want from those who pass through the grove? How has the legacy of Forlorne affected the people who still live here?*

ADDITIONAL LOCATIONS

The list below contains other locations that can show up during the Night Sky Reading (see "Campaign Mechanics"), so they're important to add to the map. As you do, invite your players to provide details about each place. If these locations play a role in your campaign, build on your players' choices.

> *Stillwater Lake, Dryad's Graveyard, The Whelvewood, Elevarne, Starlance Grove, and Nightshade*

These are marked with an asterisk on the campaign map's list of locations as a reminder of their importance.

Border Wards

Forlorne Lykona uses magical wards to discourage foreign invaders and prevent terrified subjects from fleeing the realm. Burning the magical tapestry housed in Forlorne's fortress, Nwarlyth, dispels these wards.

LAND WARD

This ward activates whenever a creature or vehicle tries to cross Whelvia's border by an overland route without Forlorne's permission. When the ward is activated, stony vines erupt from the ground, grab the creature or vehicle, drag it down into the earth, and entomb it.

OCEAN WARD

Whelvia's ocean ward destroys any boat that isn't flying either the new Whelvian flag or the flag of the Crimson Trident, a consortium that facilitates trade between coastal nations, by using watery tentacles to grab the boat and drag it down into the depths of the sea.

THE INCITING INCIDENT

Use the prompt below to start your campaign, or create your own.

While staying at the **Red Leaf Inn**, a small establishment within the Whelvewood, the party's breakfast is interrupted by an insistent seagull that squawks in their faces before disappearing and reappearing in a cloud of glittering blue smoke only to squawk again.

The seagull eventually drops a scroll of parchment. Unrolling it reveals a map with a route drawn from the inn through the Whelvewood to a mysterious location labeled "Heaven's Eye." Troublingly, the Whelvewood has long been the site of skirmishes between Forlorne's forces and rebels who oppose the new queen. Many of the Knights of Whelvia have sent their militias to the Whelvewood in an attempt to take the forest and establish a large encampment. Meanwhile, rebel forces and locals are trying to drive out the tyrant's soldiers and protect the people and creatures living among the trees. Any stranger passing through is likely to be targeted by both the militias and freedom fighters, as no one knows whom to trust and neither side can afford to put faith in the wrong people.

On the backside of the map is the drawing of a rabbit's silhouette and a note that reads:

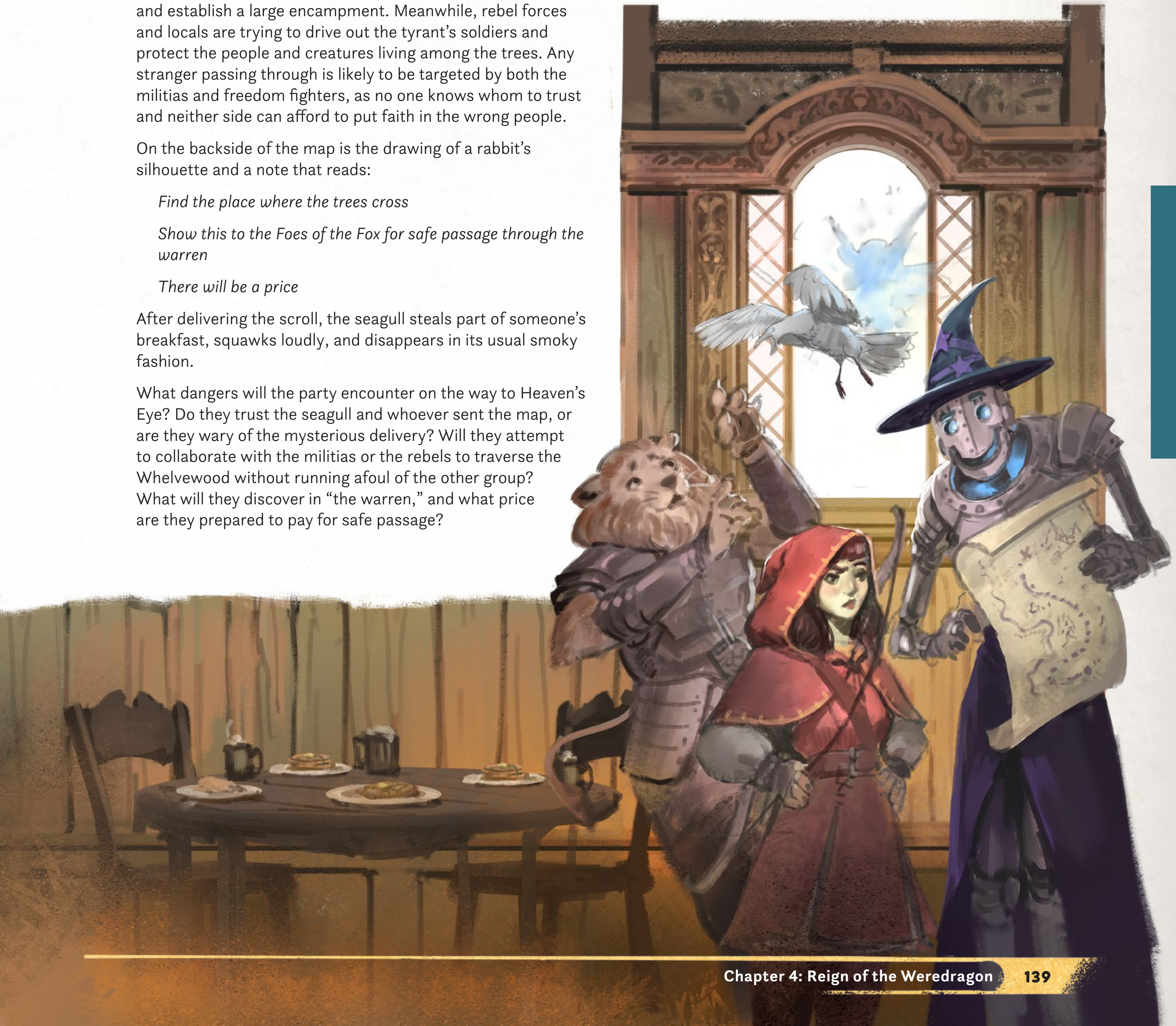
> *Find the place where the trees cross*
>
> *Show this to the Foes of the Fox for safe passage through the warren*
>
> *There will be a price*

After delivering the scroll, the seagull steals part of someone's breakfast, squawks loudly, and disappears in its usual smoky fashion.

What dangers will the party encounter on the way to Heaven's Eye? Do they trust the seagull and whoever sent the map, or are they wary of the mysterious delivery? Will they attempt to collaborate with the militias or the rebels to traverse the Whelvewood without running afoul of the other group? What will they discover in "the warren," and what price are they prepared to pay for safe passage?

FOR THE GM

The seagull was sent by Schon, Forlorne's right hand who's secretly orchestrating her downfall. Schon, a highly competent sky seer, received a message from the stars to send the party to Heaven's Eye. Though they don't know the significance of the location, they do know how to get there and that the party will play a prominent role in the fall of Forlorne Lykona. Schon's seagull can reappear to help the party if they are lost during their journey.



CAMPAIGN MECHANICS

The following mechanics are unique to this campaign.

Curses

A creature afflicted with a magical curse gains a special condition (see “Conditions” on page 102 of the core rulebook). The following two features inflict curses that are common in this campaign, but you can also create your own:

- Forlorne’s “Breath Weapon,” which turns people into weredrakes, known as the *Weredrake Curse*.
- Forlorne’s “Stone-Cold Gaze,” which turns creatures and their equipment to stone, known as the *Petrified Curse*.

Any *Cursed* condition can be cleared only by magic from a spell, ritual, magic item, location, supernatural occurrence, higher power, or some combination of these options. Two examples of curse-ending items—Lady Lavender’s Longsword and the Zoetrope of the Bright Bacchanal—are described in the upcoming “Keys to Victory” section.

Discovering how to end a curse often requires research, which might prompt the PCs to undergo a quest for additional information or help from an NPC.

The Astromancer’s Revelations

From the top of the Heaven’s Eye observatory, the Astromancer gazes into the night sky. The reading she performs for the PCs unveils five revelations. These are determined by the players collectively rolling 5d6. Match the results on each die to the corresponding d6 row in the Night Sky Reading table. Then, assign one die to each revelation column. You can have only one die in each column, but if the players roll multiples of a number, there might be more than one in a row. For example, if the players roll two 3s, you might choose to put one in the Key to Victory 2 column and one in the Showdown Location column. The result would be “Lady Lavender’s Longsword” and “Nwarlyth” respectively. Be sure to spread out where the PCs have to go when making your selections. For example, avoid having more than one revelation occur in Elevarne or Nightshade.

> ***Tip:*** *You can always replace any table entry with different information after your session zero, especially if you want to use an interesting location, NPC, treasure, or piece of lore created by the PCs.*

First Revelation (Secret’s Location): Use the Secret’s Location column of the Night Sky Reading table to determine where the PCs must go to learn a secret that could help them defeat Forlorne. Give each player a piece of paper, then ask them to concoct one secret Forlorne is hiding, either about her history or current rule, and write it down without telling the other players what it is. Gather up these papers and, between sessions, choose one of the ideas from the PCs to inspire the secret they’ll uncover, and use that secret to prepare the adventure they’ll go through to find it.

Second Revelation (Powerful Ally): Use the Powerful Ally column of the Night Sky Reading table to identify one ally who can help the PCs defeat Forlorne. This ally has a pool of 3 Hope at the start of any scene that includes Forlorne as an adversary. A PC within Far range of the ally can spend a Hope from this pool as if it were their own. If the ally falls unconscious or dies, this feature can’t be used.

Third Revelation (Key to Victory 1): Use the Key to Victory 1 column of the Night Sky Reading table to identify an item that provides a defensive benefit that can help one or more PCs in a battle against Forlorne. The item’s location is also disclosed. When Forlorne appears, a PC holding at least one of these items gains 1d4 Hope. An item marked with an asterisk is described in the “Keys to Victory” section.

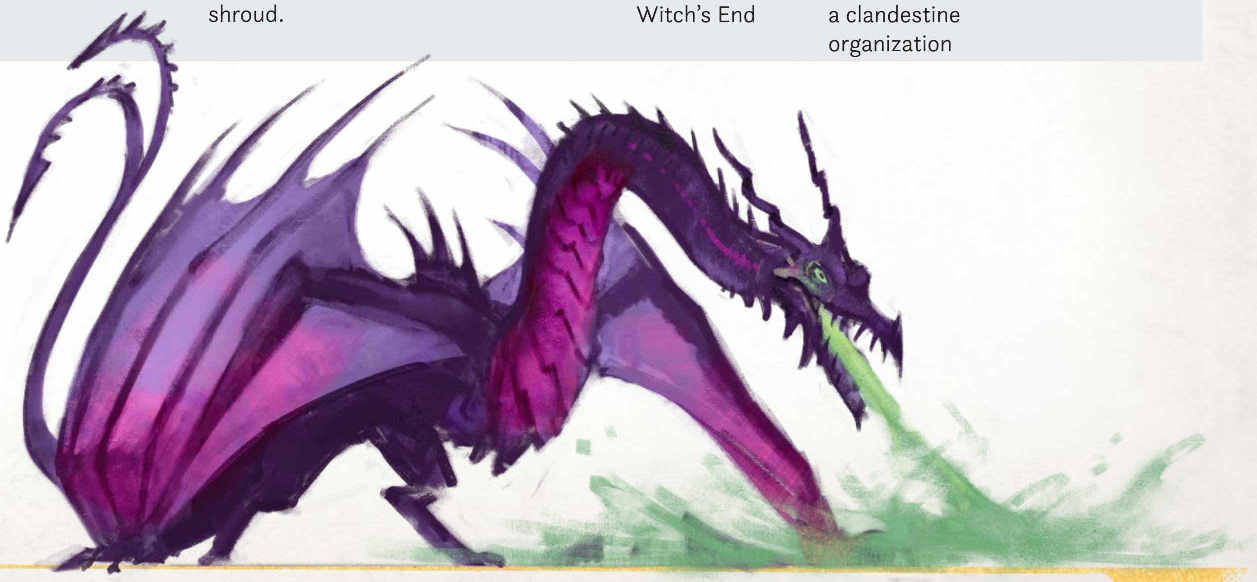
Fourth Revelation (Key to Victory 2): Use the Key to Victory 2 column of the Night Sky Reading table to identify a weapon that can cause harm to Forlorne. A PC wielding this weapon gains a +1 bonus to their Proficiency for attacks against Forlorne. An item marked with an asterisk is described in the “Keys to Victory” section.

Fifth Revelation (Showdown Location): Use the Showdown Location column of the Night Sky Reading table to identify where the PCs are most likely to face Forlorne in their final battle. If the PCs arrive at this location with knowledge of the secret from the first revelation, the ally from the second revelation, and the items from the third and fourth revelations, Forlorne appears alone and tries to destroy them. Two of Forlorne’s passive features—“Feed on Fear” and “Terrifying”—aren’t available while she’s in this location.

Night Sky Reading

> ***Tip:*** *In the columns for Key to Victory 1 and Key to Victory 2, if the text is bold, you can find more information about the equipment or loot in chapter 2 of the core rulebook. If it's bold and marked with an asterisk, you can learn more about the equipment or loot on the following page.*

ROLL	SECRET'S LOCATION	POWERFUL ALLY	KEY TO VICTORY 1	KEY TO VICTORY 2	SHOWDOWN LOCATION
1	Nightshade	**Tiltuk** (they/them), a young dryad from the Dryad's Graveyard. They are oath-sworn to hold back the weredrakes that have overrun their homeland.	A **Glider** trapped within the Wyrmbolt Tower in Elevarne	A **Legendary Hallowed Axe** stuck in a log in Froghaven Bog	Nightshade
2	Elevarne	**Ehud** (he/him), the chieftain of a clan of sapient bears living along the shore of the river that runs through Starlance Grove. He purchases Forlorne's clemency with regular tribute—but the cost has become intolerable.	**Emberwoven Armor** formed from an elder dryad's ashes in the Dryad's Graveyard	A **Legendary Scepter** left in Nightshade	Elevarne
3	Nwarlyth	**B'rahl Zed** (he/him), a cave ogre cursed with immortality who roams the Whelvewood. He protects the wilds from Forlorne's encroachment.	An **Enlighten Relic** from a landmark in the Whelvewood	**Lady Lavender's Longsword*** from Knightstead	Nwarlyth
4	Stillwater Lake	**Vexxen** (they/them), a demon imprisoned long ago within an obelisk at Knightstead, has power not of this world. Lady Lavender can be convinced to release them.	A **Ring of Unbreakable Resolve** buried in the ruins of Vexstone Abbey	A Stag Knight's Bramble Sword (use **Advanced Cutlass** statistics) from the Starlance Grove	Stillwater Lake
5	Vexstone Abbey	**Cymor Bucklethorn** (he/him), a halfling spymaster of the Whelvian Thieves Guild. He built a network of clandestine operatives to fund a rebellion against Forlorne but was betrayed. As punishment, Forlorne turned him to stone and placed him on display in Vexstone Abbey.	A **Clay Companion** that's made a home in the caves below Vexstone Abbey	A **Firestaff** hidden in one of the standing stones of Stillwater Lake	Vexstone Abbey
6	Witch's End	**Harrowyrr Lykona** (she/her), Forlorne's twin sister, was lost in a fire when she was eleven. She haunts Witch's End as a charred skeleton wrapped in an ashen shroud.	The **Zoetrope of the Bright Bacchanal*** hidden at Witch's End	A **Magus Revolver** smuggled into Nightshade by a clandestine organization	Witch's End



Keys to Victory

Two items in the Night Sky Reading table have the power to end magical curses (see earlier "Curses" section) and are described in the sections that follow.

LADY LAVENDER'S LONGSWORD

Tier 3 Physical Weapon (Primary)

This blade's hilt is shaped like two hounds leaping away from each other. The weapon belongs to Lady Lavender, a retired Knight of Whelvia who lives in Knightstead.

Trait: Agility | **Range:** Melee | **Damage:** d8+10 phy

Burden: Two-Handed

FEATURE

Curse Breaker: This weapon clears all magical curses on a creature it touches.

ZOETROPE OF THE BRIGHT BACCHANAL

Item

Unless you decide it was taken elsewhere, a magical trinket lies buried amid the ashes and timbers of the Lykona cottage at Witch's End, undamaged by fire and the passage of time. Made of copper, the item is a hollow cylinder with dancing fauns cut out of it.

FEATURE

When you place a candle in this zoetrope's cylinder and turn the metal key attached to the base counterclockwise, the cylinder rotates, casting a luminous parade of dancing fauns on nearby surfaces. While the lit zoetrope turns, it clears all magical curses on creatures within Close range.

Evening the Odds

If the PCs heed the Astromancer's night sky reading and obtain everything they need before reaching Tier 4, allow them to advance to at least level 8 before confronting the weredragon. You can introduce complications (such as new story arcs) that delay the confrontation with Forlorne, allowing the PCs to level up at a more natural pace.

Unique Adversaries

This section presents stat blocks for Forlorne Lykona and her weredrake creations.

Forlorne Lykona

Forlorne has multiple stat blocks. The first is a framework that's used regardless of her form. She also has one for her Dragon Form and her Faun Form. She can shift between these using her "Transform" feature. Use the stat block relevant to her physical manifestation at any given moment.

FORLORNE LYKONA

Tier 4 Solo

Statuesque in her faun form, grotesquely beautiful in her purple-scaled dragon form, the weredragon queen uses magic to defeat all who threaten her rule.

Motives & Tactics: Ascend to the stars, learn new magic, rule through terror, transform

HP: 11 | **Stress:** 8

Experience: Arcane Knowledge +5, Death from Above +5

FEATURES

Relentless (4) - Passive: Forlorne can be spotlighted up to four times per GM turn. Spend Fear as usual to spotlight her.

Transform - Action: **Mark a Stress** to have Forlorne shift between her Dragon Form and Faun Form. While she embodies a form, she uses its statistics and features.

Feed on Fear - Reaction: When a PC within Close range fails with Fear, Forlorne can clear a HP or a Stress.

FAUN FORM

This form reflects Forlorne's devilish charm, civility, and cunning. This is her original body and the shape she is most familiar with. She takes this form while overseeing the affairs of her realm, and it is the form the PCs are most likely to interact with outside combat.

FORLORNE'S FAUN FORM

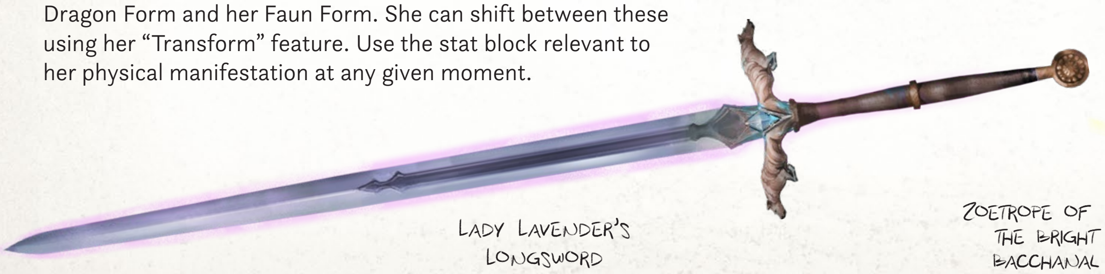
Difficulty: 18 | **Thresholds:** 35/70
ATK: +6 | **Eldritch Incantation:** Far | 4d8+14 mag

FEATURES

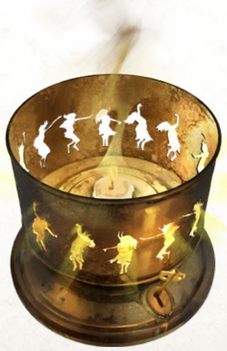
Battle Teleport - Passive: Before or after making a standard attack, you can **mark a Stress** to have Forlorne teleport to a location within Far range.

Grasping Vines - Action: **Spend a Fear** to target a group within Far range. Each target must succeed on an Agility Reaction Roll or take **2d8+7** magic damage and become *Restrained* until they break free with a successful Strength Roll. The vines last until Forlorne takes Severe damage, uses this feature again, or ends the effect.

Stone-Cold Gaze - Reaction: When Forlorne takes damage from an attack within Close range, you can **spend 2 Fear** to force the attacker to make an Instinct Reaction Roll. On a failure, the target must spend 3 Hope or gain the *Petrified Curse*. Until this condition is cleared, the target and the equipment they're wearing or carrying turn to stone. While under the *Petrified Curse*, the target is *Restrained* and *Vulnerable*, can't act, and gains a +10 bonus to their damage thresholds.



LADY LAVENDER'S
LONGSWORD



ZOETROPE OF
THE BRIGHT
BACCHANAL

DRAGON FORM

This form reflects Forlorne's mercilessness and intolerance as she uses the shape of the once-peaceful dragon Sazanthe to drive fear into her people. While in dragon form, Forlorne is rapacious and terrifying, having cast off the trappings of civility and regality to indulge her primal cravings.

FORLORNE'S DRAGON FORM

Difficulty: 20 | **Thresholds:** 40/80
ATK: +8 | **Claws and Teeth:** Close | 4d10+10 phy

FEATURES

Flying - Passive: While flying, Forlorne gains a +3 bonus to her Difficulty.

Terrifying - Passive: When Forlorne makes a successful attack, all PCs within Far range lose a Hope and you gain a Fear.

***Breath Weapon - Action:* Spend 2 Fear** to have Forlorne exhale a cloud of magical energy, filling an area within Close range. Each target in that area must make a Presence Reaction Roll. On a failure, they must mark 3 Stress or gain the *Weredrake Curse*. While under the *Weredrake Curse*, the target drops their equipment and loot and transforms into a Weredrake adversary under the GM's control. After this condition is cleared, the target retains no memory of their time as a weredrake.

Tail Swipe - Reaction: When Forlorne marks 1 or more HP from an attack within Very Close range, you can **mark a Stress** to deal **2d10+10** physical damage to all creatures within that range.

Weredrake

A weredrake is what a PC or an NPC becomes after being transformed by Forlorne's "Breath Weapon."

A weredrake looks like a wingless, quadrupedal dragon of a similar size to the person they once were, but they can't speak and don't retain that person's knowledge or memories. Elements of the weredrake's former ancestry might be discernible in the creature's form; for example, a clank transformed into a weredrake might retain a mechanical appearance, while a faerie weredrake might have a carapace instead of scales. These creatures may have other unique aspects of their appearance that you can create with your players or craft yourself.

A weredrake can assume their original ancestry's form. When they do, they retain the terrifying claws and teeth of their new draconic form. They typically use this form as a ruse to lure prey close before attacking.

As the players move up in tier, be sure to adjust the weredrake's statistics accordingly. For more guidance, you can use the "Improvising Adversaries" section on page 208 of the core rulebook.

WEREDRAKE

Tier 1 Standard

A person transformed into a wingless draconic predator by a weredragon's breath weapon.

Motives & Tactics: Hunger for flesh, hunt in small packs

Difficulty: 12 | **Thresholds:** 8/14 | **HP:** 5 | **Stress:** 2
ATK: +2 | **Claws & Teeth:** Melee | 1d8+3 phy

Experience: Pack Hunter +3

FEATURES

Climber - Passive: The Weredrake climbs as easily as it runs.

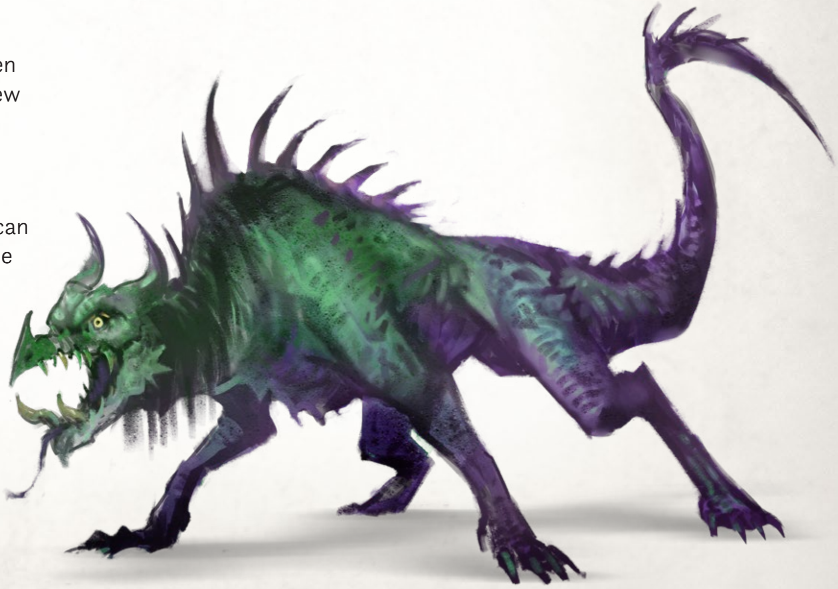
Pack Tactics - Passive: If the Weredrake makes a successful standard attack and another Weredrake is within Melee range of the target, deal **1d8+6** physical damage instead of its standard damage and gain a Fear.

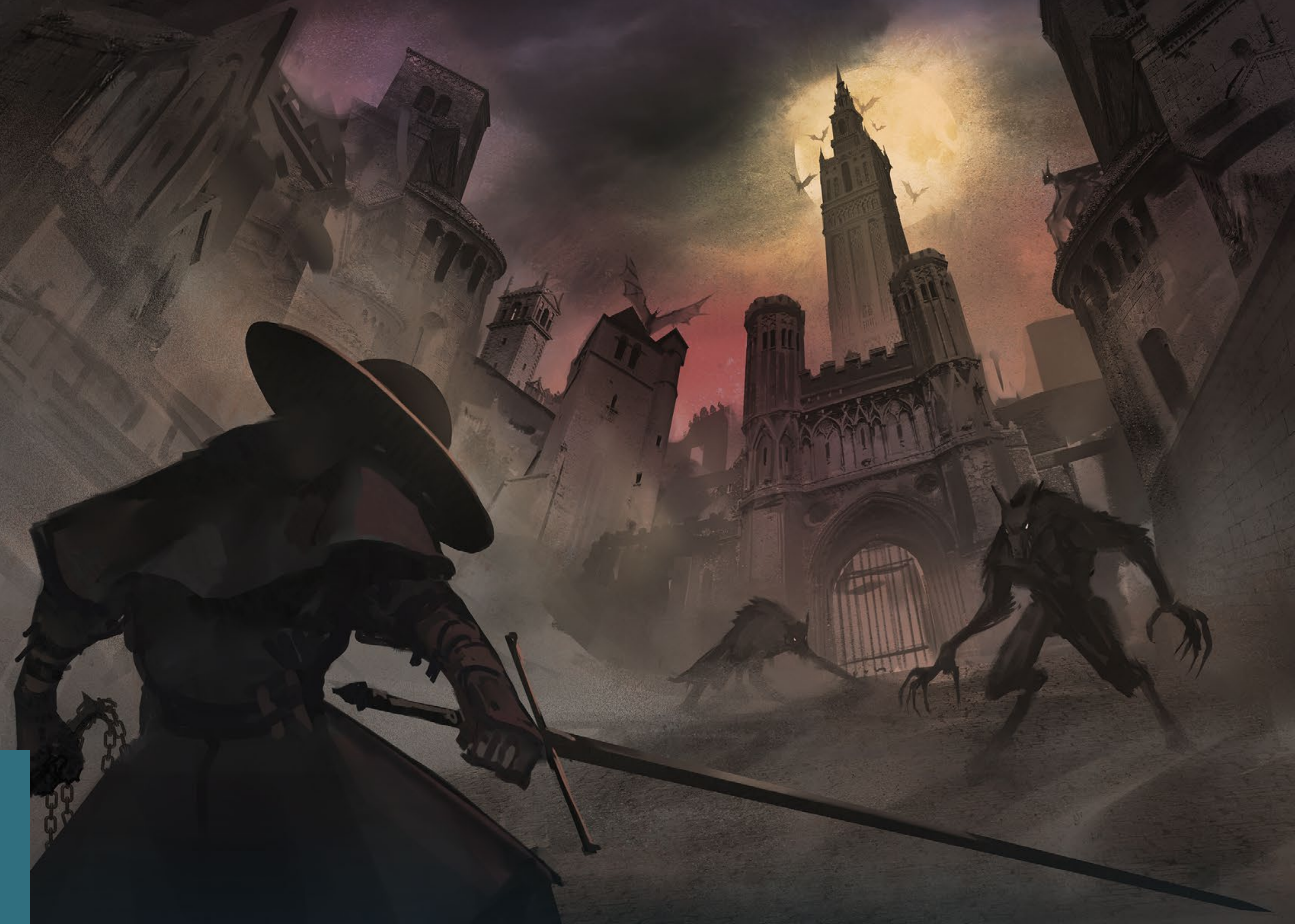
Innocent Guise - Action: The Weredrake magically assumes the form of the person it was before its transformation but retains its claws and teeth. This form lasts until it dies or uses this feature again to revert to its draconic form.

SESSION ZERO QUESTIONS

Ask your players any of these questions, or make your own.

- When was the first time your character came into direct contact with Forlorne Lykona? What about that interaction will your character never forget?
- A place your character loved has been dramatically changed since Forlorne took power. What was it like before, and how is it different now?
- Who's one person your character knows who was convicted of crimes against the queen? What was the accusation, and where are they now?
- What portion of Whelvia is unaffected by the political turmoil plaguing the country? What theories do people have about why?
- Your character once met a Knight of Whelvia. What was their name, and how did that interaction change the way your character treats the knights now?





DARK HEART OF ANDALURIA

As the nights grow long in a land of rich wine and ancient superstitions, a band of monster hunters battles the creatures that stalk the shadows.

Designed by Carlos Cisco, Rue Dickey, Rowan Hall, and Rob Hebert

Complexity Rating: ● ● ●

THE PITCH

Read this section to your players to introduce them to the campaign.

Andaluria is a land of sweeping vineyards where beauty and dread intertwine. By day, the streets and valleys are alive with festivals, music, and the scent of wine—but when the sun sets, monsters come out to feast. For generations, the old superstitions and folk rites kept the beasts at bay, but of late the nights have grown unnaturally long, and the citizens of Andaluria live in fear of increasingly terrifying monsters.

In a Dark Heart of Andaluria campaign, you'll play monster hunters who must investigate horrific crimes, navigate political strife, and slay supernatural creatures to protect the people from eternal darkness.

TONE & FEEL

Gothic, Grim, Heroic, Intriguing, Monstrous, Mysterious, Romantic, Spooky, Thrilling

THEMES

Battle Not with Monsters Lest Ye Become One, Dangerous Secrets, Driving Back the Darkness, Faith & Tradition, The Nature of Evil, Power & Politics

TOUCHSTONES

Bloodborne, Castlevania, Curse of Strahd, Hellboy, John Constantine: Hellblazer, Monster of the Week, Night's Black Agents, Slayers, Supernatural, Vaesen, Vampire Hunter D, Van Helsing, The Witcher, World of Darkness

OVERVIEW

If your group decides to play this campaign, give your players the following information before character creation.

A land of sirocco winds, volcanic soil, and simmering intrigue, **Andaluria** is a region forged by rebellion. One hundred years ago, its people rose up against the tyrannical **Emperor Arcedrio** (he/him) and cast off the yoke of imperial control. Today, Andaluria appears to thrive due to its lush vineyards, its lucrative harbor trade, and the canny administration of its **Council of Five**. Yet beneath the surface, ancient rituals, secret bargains, and monstrous hungers still shape the fate of its people.

Andaluria's landscape, like its history, was sculpted by shadow and flame. **The Serracorte**, a jagged chain of dormant volcanoes, dominates the north—their obsidian slopes, ideal for growing grapes, rise into scrubland and thin pasture where hardy shepherds and wild creatures make their homes. These mountains shelter Andaluria from the harsher climates beyond, giving the region its bright, blazing days and dark, sultry nights. The **Valmorria River** flows from the mountain peaks through fertile valleys tangled with grapevines before emptying into a deep southern bay where the capital city of **Jesaña** commands the coast, and locals celebrate the long, hot summers with music, dancing, and drink.

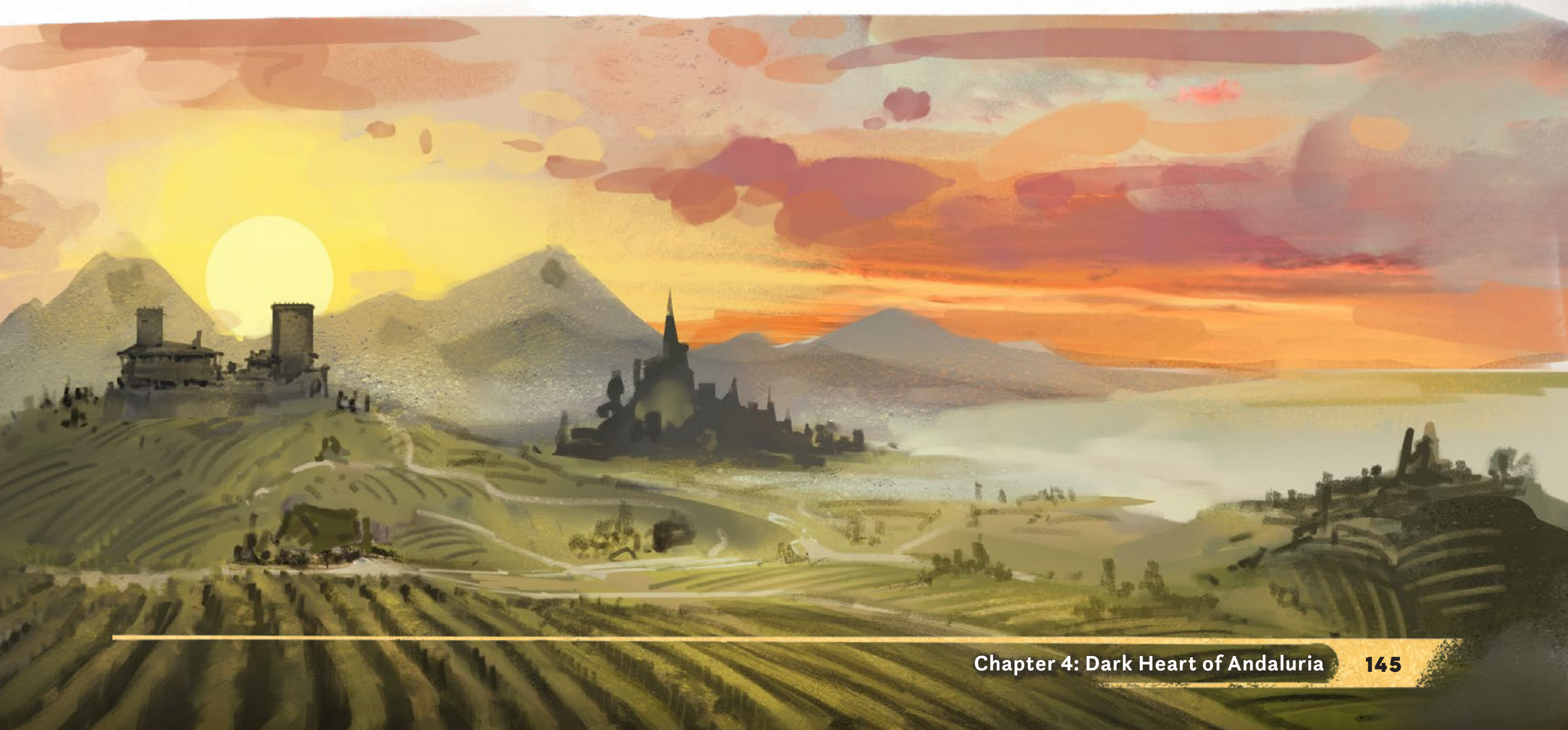
But the valleys and vineyards of Andaluria also bear more sinister fruit: since time immemorial, bloodthirsty beasts—ghosts, ghouls, and creatures that defy description—have emerged from the shadows to feast on the people's fear. For generations, Andalurians defended themselves from these creatures with the twin weapons of faith and folklore: the sacred rites of the **Church of the Golden Eminence** and the practical magic of the nomadic **Caio** people. These rituals and wards—holy symbols in the shape of the sun, charms of ash and bone, and offerings to unseen spirits—were once all the protection people needed. Of late, however, these rites and relics have lost their bite.

For a century, Andaluria has celebrated its independence with festivals of wine and fire, culminating on the summer solstice. But this year, the nights have grown mysteriously longer—and more dangerous—with each sunset. Now, the moon lingers overhead unnaturally, monsters prowl the fields where revelers once danced, and the wealthy elite hide from the horror in masquerades at the hilltop castillo of the mysterious **Condesa Ysabela Delamoña IV** (she/her). The locals whisper that death has come to Andaluria, and they fear that, at this year's **Midsummer Festival**, the streets of Jesaña will run red with more than wine. What was once joyous is now desperate—celebration turned into apprehension, laughter masking dread, and every shadow hiding fangs.

In this climate of fear, the polemical **Archbishop Veyra** (he/him) has risen to power by preaching a new church orthodoxy, one uncorrupted by "Caio heresy." As the people's faith in the old ways falters, Veyra's fiery sermons find purchase and threaten to inaugurate a new age of zealotry.

But not everyone has responded to the night's encroachment with trepidation and obedience: many brave Andalurians have taken up the mantle of "monster hunter," defending their villages with blade, flame, and forbidden lore when amulets and incantations aren't enough. Across the countryside, clandestine cells of the **Sombral Spade**, a secret order of monster slayers led by the enigmatic **Julio Cantafierro** (he/him), have arisen to face down the dark. To the people, these hunters are heroes. To the church, they are heretics. To those in power, they are a dangerous necessity.

You are a band of monster hunters, brought together to battle the night. Can you defeat the darkness, or will you become what you wish to destroy?



COMMUNITIES

All communities are available, but some have unique aspects in a Dark Heart of Andaluria campaign. As needed, provide the following information to your players and choose one or more of the questions to ask them during your session zero.

Freeborne

The uprising that deposed the emperor was a formative event in the history of Andaluria, and many communities define themselves by their contributions to the rebellion. Members of these communities strongly distrust anything connected to the emperor—and eye most nobles with suspicion.

- Your family lore tells of a relative who acted heroically during the rebellion against the emperor. What did they do that fills you with pride, and how has it shaped your idea of what a "hero" really is?
- You've heard rumors that an influential figure has been operating behind the scenes to reestablish the empire and take the crown for themself. Who are they, and from what institution do they draw their power?
- You have a small, private act of rebellion you regularly perform to remind you of your freedom. What is it, and how long have you been doing it?

Hearthborne

Away from the petty politics of the capital, many Andalurians lead steady, wholesome lives laboring in the fields or farming the upper reaches of the Serracorte. In light of the recent attacks, many hearthborne communities have become more wary of outsiders than they once were.

- While most of your community's important celebrations are marked by joy and exuberance, one ritual is distinctly somber and reserved. What is it, and why is it so meaningful to you?
- Someone in your community disappeared without a trace. What do people say happened to them?
- You carry with you something that reminds you of home and hearth, bringing comfort and banishing fear in time of need. What is it?

Highborne

In Andaluria, social classes are starkly divided. The highest social sphere of Jesaña is occupied by the ruling council and their families, plus any nobles within their orbit. There are also influential socialites and political elites from wealthy merchant families who trade an assortment of goods, such as the region's famous wine, to foreign lands for gold, silk, and other luxuries. Outside the city, wealth is primarily measured in land, with the richest families owning vineyards on the most productive tracts in the Serracorte foothills.

- What is your community's most prized possession, and what has been sacrificed to keep it?
- How did your family earn its wealth or reputation? Does it fill you with pride or shame?
- You harbor a dark secret that could ruin your family. What is it, and what could convince you to reveal it to outsiders?

Loreborne

Andaluria is a land where secrets abound and hidden knowledge is a powerful weapon against monsters both magical and mundane. A loreborne community can be centered around chronicling the region's dark past, cataloging the sins of powerful figures, or wielding esoteric lore against the creatures of the night.

- What rumor have you heard about the resurgence of monsters in Andaluria, and how do you plan to test it?
- You have been tasked with finding hidden information about an important figure. Who is your target, and why would you risk everything to learn this knowledge?
- Your community has a specific code they use to test one another before sharing information. What is it, and why is it used?

Orderborne

Many orderborne characters are adherents—or even clergy members—of the Church of the Golden Eminence, the most strictly hierarchical institution in Andaluria. The church has waned in popularity in recent decades, but the uptick in monster activity is calling many lost members back into the fold—and Archbishop Veyra's harsh ideology. This has caused a rift between those who value tradition and those who champion reform.

- You practice a daily ritual that outsiders view as vapid or nonsensical but you believe is essential. What is it?
- Your faith was once shaken when you witnessed another member of your community break one of its tenets without consequence. Why do you think they got away with it?
- You care very much about someone who doesn't share your beliefs. Who are they, and what punishment are you terrified will befall them?

Wanderborne

The Caio are the most prominent wanderborne community in Andaluria. Many caravan throughout the region as the seasons change and their herds cycle between grazing patches. Wanderborne characters can also come from outside Andaluria—many are drawn to the area by the promise of seasonal work in the fields or at the city docks.

- What one item do you never begin a journey without?
- You came to Andaluria from a far-off place. Why did you leave, and what drew you here?
- Which waypoint on your annual circuit do you always wish your people could linger at?

ANCESTRIES

All ancestries are available, but some have unique aspects in a Dark Heart of Andaluria campaign. As needed, provide the following information to your players.

Aetheris & Infernis

In Andaluria, aetheris and infernis can be born to any family regardless of their parents' ancestry. Many church adherents believe the birth of an aetheris is a divine blessing and often recruit or exalt the families into which they are born. On the other hand, some church zealots view infernis as ill omens or punishments for sin and ostracize their birth families as a result.

Clanks

The first clanks in Andaluria were humble creations—wood and iron machines built to toil in vineyards, sort grapes, make bottles, and craft wine. Today, the noble houses commission exquisite models crafted from porcelain or brass with gemstone inlays, flaunting their wealth in mechanical form. Whether a vineyard relic or a jeweled servant, a clank in Andaluria carries the signs of their maker's intended purpose.

Elves

Elves of Andaluria embody the land's flora in their mystic form, recalling gnarled grapevines, hardy shrubs, and pale ash trees that cling to volcanic soil. In them, the land seems to find its voice: resilient, beautiful, and a little uncanny.

CLASSES

All classes are available, but some have unique aspects in a Dark Heart of Andaluria campaign. As needed, provide the following information to your players.

Bards

Bards are beloved in Andaluria as the keepers of songs, tales, and folk wisdom—the knowledge of which can help people protect themselves from terrors of the dark. Their music fills festivals, their poetry preserves the history of rebellion, and their stories remind the people who they are. In Jesaña, wealthy patrons shower bards with riches to keep the revels—and their reputations—alive. In less-wealthy caravans or villages, bards may be offered food, drink, comfortable lodging, and other necessities or niceties in exchange for their expertise.

- What song, tale, or superstition do you never tire of sharing?
- You know one song or story you never share publicly. What is it, and why do you keep it secret?

Guardians & Rangers

The first monster hunters in Andaluria were rangers, trained to track and kill the unnatural. Many dedicate themselves to a single type of quarry—vampires, werewolves, or another creature of the night—as one might devote themselves to the hunt of elk or boar. Guardians stand beside them as the hammer to their spear, wielding specialized arms and brutal methods against creatures that don't die easily. Together, they form the backbone of Andaluria's monster-hunting tradition.

- What creature of the night are you sworn to destroy—and why?
- Someone's face, twisted in terror, is seared into your memory. Who is it, and why can't you forget this moment?

Seraphs

Most Andalurian seraphs channel the radiant essence of the Golden Eminence. If you decide to play a seraph, think about how your character views the institution of the church—or its current leadership.

- Your display of power once converted a group of people to the Church of the Golden Eminence. What did you do, and who did you inspire to believe?
- You harbor a secret doubt about your professed faith. What is it, and what do you believe will happen if it's revealed?

Warlocks & Witches

Attitudes toward warlocks and witches vary. According to official church canon, pacts and relationships with otherworldly entities are sinful by their very nature. But to many Andalurians, consorting with such beings is a matter of survival. As a result, warlocks and witches who live or work in areas dominated by the church often do so in secret or risk social persecution, while those who live where folk traditions prevail often enjoy increased status and respect.

- Someone you love who believes in the power of the Golden Eminence once turned against you. Who was it, and what happened?
- You use your magic to perform a service for members of your community. What do you do, and who taught you this skill?

PLAYER PRINCIPLES

If your group decides to play this campaign, give your players the following information before character creation.

Be the Hero

Ultimately, it's up to you to protect the innocent and defeat evil. While there are others who share your mission, they have their own mysteries to solve and monsters to defeat. You can't rely on them to do the work, so get your hands dirty.

Confront Darkness in Whatever Form It Takes

Evil often arises in the form of vicious, supernatural creatures stalking the shadows, but it also manifests in the hearts of people corrupted by hate, greed, or desire. Hunt down darkness of every kind, mortal and monster alike.

Embrace the Unknown

Your greatest weapons in this battle will often be ancient legends, strange superstitions, dark omens, and esoteric rituals. Seek out odd truths and dare to walk into places others fear to tread—you never know what you'll find in the dark.

Be Proactive

Once your party picks up a case, it's up to you to pound the pavement, dig up dirt, and run down leads. If you ever get stuck, think of all the ways you can find information: searching for evidence, interviewing witnesses, gathering rumors, using magic rituals, running experiments, or seeking out experts. Don't wait for the action to come to you; chase it down.

Put Your Heads Together

A successful hunt requires your party to acquire scattered bits of information and then piece it together to learn what you're up against, where to find it, and how to defeat it. Once you've gathered several clues, regroup and compare notes. Conjecture, guess, and think outside the box. Brainstorm how the clues you've uncovered might fit together, then figure out how to test your theory.

GM PRINCIPLES

Keep the following guidance in mind while you GM this campaign.

Portray a Vibrant World Twisted by Shadows

Andaluria should feel rich, decadent, and dangerous. Offer players moments of revelry and beauty—festivals, feasts, and wine—then twist them into something dark and unsettling. Show your players the extravagance of the upper class and the heavy toll it takes on those who labor for them.

Feed the Characters' Fears

Lean into uncertainty. Show the PCs shadows moving just out of sight, give weight to every half-heard superstition, endanger those they love, and remind them that the night in Andaluria is never safe.

Keep Monsters Mysterious

As the PCs uncover their quarry's hidden patterns and weaknesses, don't let their understanding devolve into a mechanistic model for how all supernatural entities behave. Keep the creatures the party encounters eerie by revealing strange or unexpected powers and vulnerabilities in individuals or groups. Challenge the players' assumptions about why certain rites and weapons work while others don't.

Show and Tell

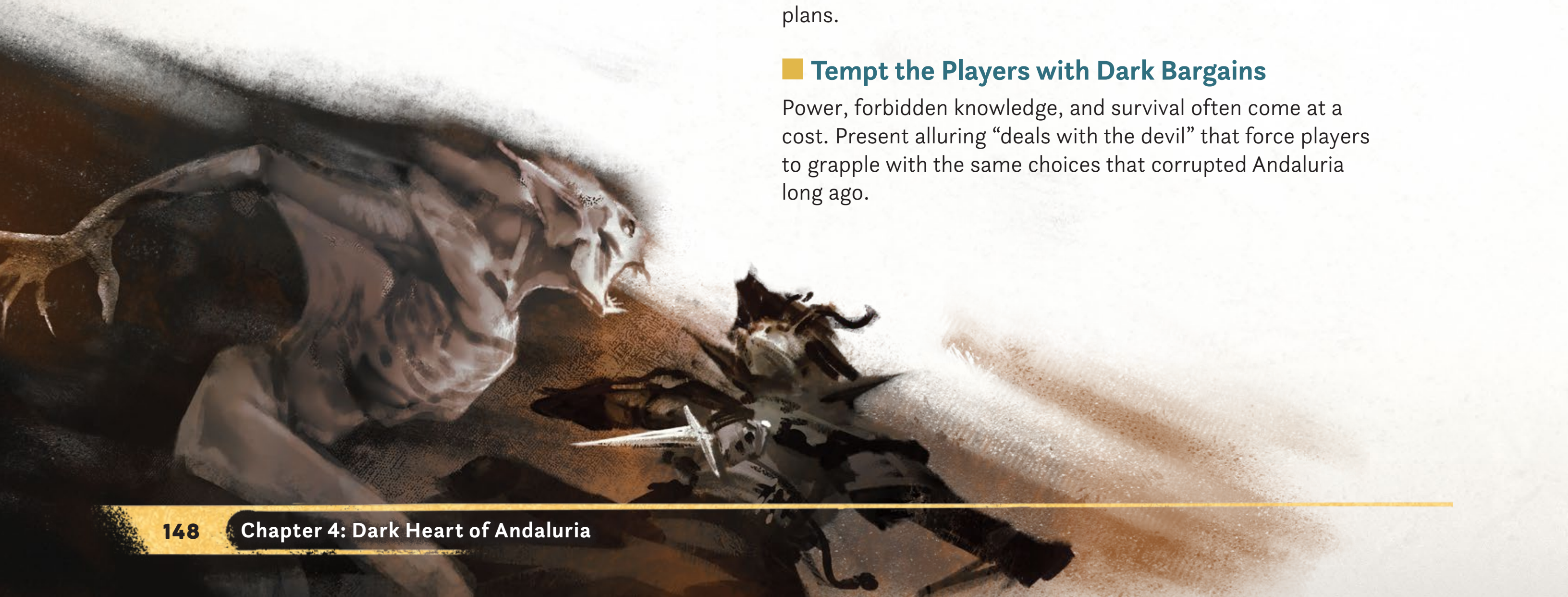
Give clues freely. If the players get stuck, show them what they've missed or remind them of what they've forgotten. Point them toward solid lines of investigation that lead to obvious conclusions. Don't try to trick your players or hide the ball.

Let the Players Be Correct

When the players land on a reasonable solution to a mystery or a convincing method of dispatching the monster, let their solution be the correct one even if it doesn't match what you had planned. It's not reasonable to expect your players to read your mind—remember the core GM principles to "hold on gently" and "be fans of the players." Move things around behind the scenes to support the party's conclusions and plans.

Tempt the Players with Dark Bargains

Power, forbidden knowledge, and survival often come at a cost. Present alluring "deals with the devil" that force players to grapple with the same choices that corrupted Andaluria long ago.



DISTINCTIONS

Use this information to prepare your campaign. You can also share it with your players as needed.

The Summer of Shadows

Andaluria's calendar is filled to bursting with feast days and festivals. The biggest and most important of these fiestas is the Midsummer Festival, which celebrates both the summer solstice (the shortest night of the year) and the anniversary of the uprising that won Andaluria its freedom. This year, however, the nights linger unnaturally, each one stretching longer than the last, and people from every echelon of society wonder aloud what this mysterious phenomenon heralds.

MONSTERS IN ANDALURIA

Werewolves, demons, and a thousand other creatures of the night have always stalked the shadows of Andaluria. In the past, sacred rituals and folk magic protected people from these mysterious beings, but as the nights have grown longer, new and more powerful monsters have appeared, undeterred by the practices of the past, and each horror must be investigated, understood, and slain through courage and ingenuity.

THE SOMBRAL SPADE

In the past, when lord and church refused to defend the villages, the people defended themselves. Today, the Sombral Spade, an illustrious order of monster hunters, has reignited this tradition. Their leader, Julio Cantafierro, is secretly cursed with lycanthropy, an affliction held at bay only by a Caio concoction made with special herbs foraged from the highest reaches of the Serracorte. Now, the Spade operates a clandestine network of cells dedicated to eradicating monsters throughout the region—beholden not to the council or the church, but the people of Andaluria.

A DEMONIC LEGACY

The recent eruption of monstrous activity within Andaluria is no accident. Unbeknownst to most locals, the volcanoes of the Serracorte Mountains conceal a portal to the Circles Below. A century ago, Emperor Arcedrio used this "hellgate" to gain otherworldly power. Though the portal was sealed with Arcedrio's death, it remains to this day, waiting to be located and reopened by someone hungry for power and heedless of danger. Enter Archbishop Mateo Veyra, a powerful patriarch of the Church of the Golden Eminence.

Driven by a desire to restore the waning influence of his church and enhance his own status, Veyra consulted the apocryphal texts hidden deep within his basilica's library, stole the fallen emperor's blackened heart from the Condesa's estate, and used it to unleash hell on Andaluria. As Veyra draws dark energy from the Circles Below, the night lingers unnaturally and the fires beneath the soil of the Serracorte flare back to life. Now Veyra preaches penitence and obedience to the church, proving the power of his god by banishing the very creatures he summons.

The Caio People

Highly influential in political, economic, and social spheres, the Caio people have a storied history in Andaluria. Their culture is steeped in an ever-evolving oral tradition of folktales and fables, passed down through innumerable generations.

Heavily persecuted by the emperor as ready scapegoats in his play for power, the Caio were forced into hiding at the height of his reign. From these isolated communities rose a group of hardened, hopeful adventurers who toppled the tyrant. Those heroes established powerful dynasties in Jesaña and shepherded in a new age of art, music, and culture.

The Caio people use familial terms loosely and fondly, with no special status afforded to blood connection. Many Caio were originally wanderers or outcasts who came to Andaluria in search of community. Anyone with a willingness to learn Caio customs—and share their own—is welcomed into the fold, bringing new traditions and ideas while still honoring the beliefs and practices of their newly adopted home.

FORTUNES & FORTUNE TELLING

Throughout Andaluria, Caio fortune tellers, known as drabardi, are revered for their skill in navigating the threads of fate, and fortune-telling is a celebrated profession in many Caio communities. Different methods—such as cartomancy, tasseography, rune casting, osseomancy, and more—are passed down within families, and people from nearly every caste or community visit drabardi for guidance and insight. Most Andalurians consider ignoring drabardi divinations foolhardy and offer little sympathy when misfortune follows a warning unheeded.

If a PC wishes to have their fortune told by a drabardi, you can use the opportunity to guide their next story arc or future character development. Fortunes should provide cryptic guidance, not prescriptive instructions. You can use the fortune prompts below, or take inspiration from them to create your own:

> *A lark sings from the [direction], heralding the coming [noun]. Time is [adjective], the song's end [promising phrase].*
>
> *Great potential rests on [possessive pronoun or proper noun] shoulders, pressing with the weight of [heavy object]. To lift this weight, one must [piece of advice].*
>
> *Vice and virtue are two sides of the same coin. Beware an excess of [virtue], lest it summon its darker half.*
>
> *The stars look upon you with [emotion], awaiting your next move. A faint light points toward [location], beckoning.*

Faith & Folklore

There are two predominant religious strains in Andaluria: the Caio folk tradition and the Church of the Golden Eminence. The Caio people embrace a syncretized collection of fables and folk rituals that elevate practicality above orthodoxy. These stories, superstitions, and sacred rites—which combine protective charms, cryptic folkways, and spirit worship—arise out of popular practice and are sustained through oral tradition. Members of the church, meanwhile, adhere to a set of beliefs ordained by the clergy. Their primary article of faith is that all reality is the sacred emanation of a single god, unnamed but identified as the Divinarch and symbolized by a sun. Today, cultural drift and shifting political realities have eroded the boundaries between these religions, and many Andalurians practice an amalgam of the two.

This cultural cross-pollination is not celebrated by everyone, however. There are those who still curse the church for its role in the emperor's persecution of the Caio people, and church orthodoxy deems Caio rites and rituals blasphemy. As a result, its most hardline adherents often ignore, insult, or even attack folk practitioners in spite of a growing faction of church reformists fighting to purge the institution of its prejudice.

But necessity makes for strange bedfellows, and a smart monster hunter will use whatever works—belief be damned. In Andaluria, folk rites and church rituals both have the power to protect people. As the region's nights lengthen and its monsters grow stronger, many of the usual tools are proving insufficient. Everyday Andalurians are beginning to look beyond their own beliefs for succor—not in the name of spiritual curiosity, but of physical survival.

A Region Forged by Rebellion

Over a century ago, the tyrannical Emperor Arcedrio tightened his grip over Andaluria by seducing the leadership of the Church of the Golden Eminence into his service with dark power from origins unknown. The church branded the Caio people heretics and turned much of the commonfolk against them. In response to this wave of persecution, five Caio families rose up and led the rebellion that shattered Arcedrio's imperial rule, then took power for themselves and founded the Council of Five, Andaluria's most influential political body.

Though many Caio believe they betrayed their people's ways in exchange for luxury and decadence, the Council of Five became instrumental in transforming Andaluria from a loose affiliation of hamlets and estates into a sprawling economic powerhouse fueled by the production of some of the world's most sought-after wine, and their direct descendants still wield tremendous political influence from their seats of power in Jesaña's magnificently appointed Plaza del Sol.

A LAND DIVIDED

Today in Andaluria, nobility and peasantry, councilor and commoner, church and folk traditions all clash in a perpetual cycle. Andaluria's economy primarily relies upon its vineyards. But while the landowners profit, the laborers see the least coin, and the struggle between the rich and the poor shapes who lives, who starves, and who is fed to the shadows.

JESAÑA

The crown jewel of Andaluria is Jesaña, a city of twisting streets, bright markets, and sprawling docks. The buzz of its painted warehouses and dockside taverns only enhances the elegance of the terraced plazas where the council holds court, while the harbor bustles with trade from foreign lands. The city is as much a mask as it is a metropolis: beneath its sunlit streets and sparkling fountains lurk hidden crypts, secret cabals, and the sinful stain of an ancient curse.

The capital city is ruled by five hereditary offices that wield immense power. Each of the current councilmembers is a direct descendant or heir of the original five Caio people who overthrew Emperor Arcedrio:

- **Hellenor Galdez** (human, she/her) is the Harbormaster and oversees ships and trade.
- **Marwin Chopex** (emberkin, he/him) is the Quartermaster and handles the storehouses, armories, and wartime supply.
- **Andrea Nocta** (firbolg, she/her) is the Captain of the Nightwatch and deals with the guards, patrols, and spies.
- **Miquela Shaas** (faun, they/them) is the Archivist and manages records, decrees, and secret histories.
- **Exel Legasi** (aetheris, he/him) is the Market Keeper and governs guilds, fairs, and coinage.

Though united in rule, each office protects its own interests first. Their rivalries, compromises, and bargains shape the fate of the entire region.

THE CONDESA'S SECRET

In Andaluria, wealth is measured in wine, and there is one person whose riches rival the council's: Condesa Ysabela Delamoña. But the most powerful noble in Andaluria is no mere mortal. Condesa Delamoña is a vampire who has operated for centuries under the guise of an unbroken line of successors, her "daughters" merely masks for her immortal self. Her wealth flows from her fabled vineyards, but her vines drink more than water. Peasants vanish from her lands, taken in payment for her eternal harvest. The council looks the other way because her wines also fill their coffers—as surely as her secrets fill their nightmares.

The Caio uprising might never have succeeded without the Condesa's wealth, which armed the rebels as their resources waned. When victory came, Delamoña claimed the emperor's palace stronghold, the hilltop Castillo del Cardenal, which overlooks the vineyards below and holds the emperor's remains within its dungeon walls. There, the Condesa throws elaborate masquerades and bacchanals for the region's wealthy elite. As the owner of the largest and most productive vineyards that supply the city merchants with the rich, crimson wine they trade away for foreign gold—and as the beloved patron of Andaluria's popular summer festivals—the Condesa wields unmatched influence among the nobles and commonfolk alike. Perhaps this is why the whispered rumors and secret accusations of strange disappearances and blood-fed vines that haunt her name are never aired in public.

THE INCITING INCIDENT

You can use the prompt below to start your campaign, or create your own.

The wine festival in the vineyard village of Santavio has always been a night of drink, music, and revelry. This year, however, the joy turned to horror: When the first casks of Condesa Delamoña's prized red were tapped, an acrid stench rose up, and foul creatures burst from the barrels. Twisted things of vine and claw, dripping with bloodied pulp, descended upon the celebration. Panic surged as the monsters dragged villagers screaming into the vineyards.

The Council of Five has dispatched the Nightwatch, led by Andrea Nocta, to "restore order," but their mission is clear: protect the remaining casks of wine, not the people. Nocta's forces are not equipped with the knowledge or experience to hunt the monsters terrorizing Santavio, and if these creatures return, they could threaten villagers and vintage alike.

As the citizens blockade themselves inside the quaint inns and cottages of Santavio, a story starts to spread: This is the curse of the Condesa filtering down to the people who work her land. They say her grapes are secretly fed with the blood of the innocent, and their tortured souls have transformed the vines into coagulated vessels of retribution. Meanwhile, Archbishop Mateo Veyra claims that Caio heretics are responsible for invoking these evil creatures and beckons the terrorized locals into the nearby church for protection.

The leader of the Sombral Spade, Julio Cantafierro, has requested the party's aid in tracking down the creatures responsible for the attacks tonight, recovering anyone they find alive, and destroying the source of the vineyard's corruption to prevent another tragedy like this from happening again.

What is the party's relationship to Cantafierro and the other members of the Sombral Spade? Is it money, honor, or something else entirely that compels the party to take up the hunt? Will the party prioritize the lives of the villagers taken or the people left behind? Based on the stories from witnesses to the attack, what about the monsters terrifies the party most? What evidence did the creatures leave behind, and how does it put the party on their quarry's trail?

CAMPAIGN MECHANICS

The following mechanics are unique to this campaign.

Monster-Hunting Equipment

Andalurians have a long tradition of hunting monsters, and they've developed specialized equipment over generations to deal with such fearsome foes. Encourage players to reflavor any of the standard equipment and loot for the genre. Additionally, they can choose from the following options at character creation, or you can give them out over the course of the campaign.

PRIMARY WEAPONS

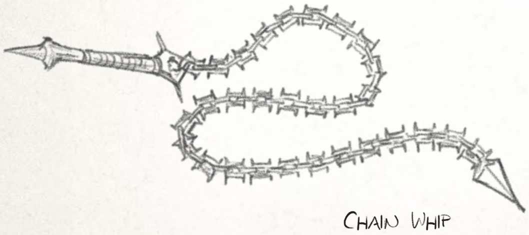
The following primary weapon options are also available in this campaign.

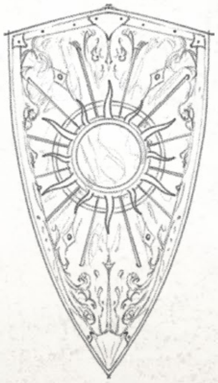
NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Blessed Brass Knuckles	Strength	Melee	**Tier 1:** d8+1 mag **Tier 2:** d8+4 mag **Tier 3:** d8+7 mag **Tier 4:** d8+10 mag	One-Handed	—
Holy Shotgun	Agility	Very Close	**Tier 1:** d6+2 mag **Tier 2:** d6+5 mag **Tier 3:** d6+8 mag **Tier 4:** d6+11 mag	Two-Handed	***Scattershot:*** When you make an attack, target all creatures in front of you within range.
Repeating Crossbow	Finesse	Far	**Tier 1:** d6+2 phy **Tier 2:** d6+5 phy **Tier 3:** d6+8 phy **Tier 4:** d6+11 phy	Two-Handed	***Quick:*** When you make an attack, you can mark a Stress to target another creature within range.

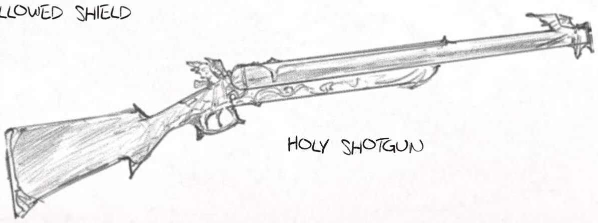
SECONDARY WEAPONS

The following secondary weapon options are also available in this campaign.

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Wooden Stake	Strength	Melee	**Tier 1:** d8 phy **Tier 2:** d8+2 phy **Tier 3:** d8+4 phy **Tier 4:** d8+6 phy	One-Handed	***Paired:*** Gain a bonus equal to 1 + your tier to primary weapon damage to targets within Melee range.
Hallowed Shield	Instinct	Melee	**Tier 1:** d4 mag **Tier 2:** d4+2 mag **Tier 3:** d4+4 mag **Tier 4:** d4+6 mag	One-Handed	***Resonant:*** When you critically succeed on a primary weapon attack, you gain an additional Hope.
Chain Whip	Presence	Very Close	**Tier 1:** d6+1 phy **Tier 2:** d6+3 phy **Tier 3:** d6+5 phy **Tier 4:** d6+7 phy	One-Handed	***Hooked:*** On a successful attack, you can pull the target into Melee range.







ARMOR

The following armor options are also available in this campaign.

NAME	BASE THRESHOLDS	BASE SCORE	FEATURE
Coffinwood Armor	**Tier 1:** 4/10 **Tier 2:** 6/15 **Tier 3:** 8/22 **Tier 4:** 10/31	**Tier 1:** 3 **Tier 2:** 4 **Tier 3:** 5 **Tier 4:** 6	***Splintering:*** Gain a bonus to your damage thresholds equal to your unmarked Armor Slots.
Leather Longcoat	**Tier 1:** 5/12 **Tier 2:** 8/18 **Tier 3:** 10/25 **Tier 4:** 12/34	**Tier 1:** 3 **Tier 2:** 4 **Tier 3:** 5 **Tier 4:** 6	***Quiet:*** Gain a +2 bonus to rolls you make to move silently.
Silverweave Armor	**Tier 1:** 5/11 **Tier 2:** 7/16 **Tier 3:** 9/23 **Tier 4:** 11/32	**Tier 1:** 3 **Tier 2:** 4 **Tier 3:** 5 **Tier 4:** 6	***Warded:*** You reduce incoming magic damage by your Armor Score before applying it to your damage thresholds.

Transformations

The Dark Heart of Andaluria campaign frame includes special mechanics for introducing the Reanimated, Vampire, and Werewolf transformations. The following sections detail these mechanics, as well as advice for implementing them.

Reanimated

When a PC dies, discuss with their player whether they're interested in their character becoming reanimated. If they are, work with them between sessions to discuss what laboratory, workshop, or place of magic their character awakens within during a future session (for example, a necromancer's laboratory hidden beneath the Plaza del Sol). The character gains the Reanimated transformation and their maximum loadout is reduced to one. During a rest, they can use a downtime move to raise their maximum loadout by one until they reach the normal maximum loadout of five.

Vampire

When the PCs are facing a prominent vampire adversary, you can add the following feature to their stat block.

Vampire's Curse - Action: Make an attack roll against a target within Melee range. On a success, you can **spend a Fear** to have this adversary sink their teeth into the target's neck and try to turn them into a vampire. Roll a number of **d8s** equal to this adversary's tier and deal that much physical damage to the target. Then roll a **d6**. If the rolled result matches any of the damage dice results, the target marks all their Stress and gains the Vampire transformation.

If the player wishes for their character to become a vampire, then the attack roll succeeds automatically. The PC takes the damage, marks all their Stress, and gains the transformation.

Werewolf

When the PCs are facing a prominent werewolf adversary, you can add the following feature to their stat block.

Wolf's Curse - Action: Make an attack roll against a target within Melee range. On a success, you can **spend a Fear** to have this adversary viciously bite the target. Roll a number of **d20s** equal to this adversary's tier and deal that much physical damage to the target. If the target takes Major or greater damage from this attack, activate a long-term Lycanthropy Countdown (6). It ticks down each time the PC takes a rest without using a downtime move to halt their lycanthropy's progression. When it triggers, the PC gains the Werewolf transformation.

If the player wishes for their character to become a werewolf, the attack roll succeeds automatically. The PC takes the damage and activates a long-term Lycanthropy Countdown (6) regardless of how many HP they marked as a result of the attack. When the countdown triggers, the PC gains the transformation.

IMPLEMENTING & REMOVING TRANSFORMATIONS

Before implementing transformation mechanics at your table, discuss with your players whether they want to include them. If you remove transformations from the campaign, talk about why their characters are immune to werewolf and vampire bites. Have they acquired rings or tattoos to protect them? Do they prepare tinctures or potions during downtime? Are they descended from familial lines with inherent resistance?

If you're using these mechanics, consider how the PCs might stop or remove the Vampire or Werewolf transformation, should they wish to. There could be a ritual known by a certain faction, a consumable available only in a village that's difficult to reach, a person who's known for aiding those who carry such curses, or anything else the party can seek out.

Prioritize player agency and consent over everything else, and ensure you're aiming to foster trust and collaborative worldbuilding.

The Hunt

The Hunt is an optional procedure for preparing and running monsters during individual sessions or short arcs. In a Dark Heart of Andaluria campaign, not every major foe needs to be a monster, and this process can be modified for any prominent adversary, whether or not they possess supernatural abilities.

The basic structure of the Hunt comprises five beats: Arrival, Investigation, Escalation, Confrontation, and Epilogue. Not every Hunt needs to follow this structure, but it provides a solid basis for a monster-hunter adventure loop. As always, use what speaks to you and leave behind what doesn't.

- **Arrival:** The PCs are hooked into the adventure with a strange event that implies monster activity.
- **Investigation:** The PCs follow leads and gather clues to discover the truth of the monster.
- **Escalation:** The PCs bring together what they've discovered about the monster and develop a plan of action for finding and defeating it.
- **Confrontation:** The PCs attempt to banish, bind, or destroy the monster using what they've previously learned.
- **Epilogue:** The PCs wrap up loose ends and move on to their next mission.

Making a Monster

Monsters are distinguished from other adversaries in a Dark Heart of Andaluria campaign by two things: they're contaminated by the evil energy emanating from the hellgate beneath the Serracorte Mountains, and they're driven to destroy, consume, or corrupt the inhabitants of Andaluria. To create a monster, answer four questions about it:

What is it? Typically, the monster is a creature your players might easily recognize from legends and folklore, such as a vampire, werewolf, ghost, or demon. You can also draw on less-common monsters (such as the yeti or chupacabra), use an otherwise normal person corrupted by evil (such as a serial killer or tyrant), or invent something totally new. Give your monster a unique or interesting twist to make it less predictable.

What does it want? Decide what the monster wants. Common motivations include wrath, lust, power, sorrow, revenge, greed, hunger, envy, and fear. Here are some examples:

- The ghost of a noble seeks vengeance against the rival who arranged their assassination.
- An exile from an otherworldly court wishes to reestablish their power in Jesaña's noble halls.
- A grieving siren lures locals into the bay, hoping their presence will banish her sorrow.

Where can you find it? Decide on the monster's lair or hunting grounds. Try to think of places that can provide interesting set pieces: haunted houses, ancient cemeteries, village festivals, cursed forest clearings, and so forth.

How can you defeat it? All monsters have at least one weakness that enables the PCs to defeat them. Weaknesses can be material (such as cold iron or wooden stakes), ritual (such as chanting a sacred verse or placing a holy symbol over a door), circumstantial (such as direct sunlight or the sound of church bells), or some combination of these (such as drawing a circle of salt while reciting an ancient poem). If a monster is killed in a way that doesn't involve its weakness, it revives or escapes, often returning stronger than before. The PCs must wield a monster's weakness against it to slay it permanently.

***Optional:* What else should you worry about?** A well-designed monster is more than an individual physical threat to the party—the monster often commands other adversaries, endangers NPCs, and stalks special events or locations. You can use the following suggestions to make a monster more complex:

- Create the monster's underlings, such as weaker monsters or humanoid NPCs aligned with them.
- Invent important bystanders who could be endangered by the monster's actions, such as innocent villagers, other investigators, or city officials.
- Design events or locations that can serve as key set pieces highlighting the monster's strengths, weaknesses, and motivations.

Preparing Liminal Clues

Every horror leaves traces. Some are visible. Others wait in the threshold between knowing and unknowing.

A **Liminal Clue** is a piece of evidence or information that exists in potential until it's discovered. When the party searches a forsaken chapel, questions a dying witness, or sifts through the ashes of a beast's lair, the clue takes form—not because it was hidden there or had that form all along, but because the party's investigation calls it into being.

HOW LIMINAL CLUES WORK

Before a session begins, answer the questions from the previous "Making a Monster" section:

- What is it?
- What does it want?
- Where can you find it?
- How can you defeat it?

Then devise 4 to 6 pieces of information or evidence that point the players toward answering at least one of the questions about the monster. These are Liminal Clues—facts that float above the fiction like ghosts, waiting to manifest when called into play.

Write the Liminal Clues on notecards and keep them on hand during the session. Whenever the PCs delve into danger or explore the mystery in a way that could reveal the answer to one of the questions, you can refer to your collection of Liminal Clues. If a clue fits the tone and place, it manifests in that moment. Describe how the clue is revealed. Once all clues have emerged, the PCs can confront the horror fully armed with knowledge.

LET THEM WANDER

Don't bind clues to any particular place. Instead, let them linger over the scenes where it would make sense for them to appear. A bloodstained sigil might surface in a chapel or a dream, or a survivor's testimony might emerge from a child's drawing or an overheard conversation. Prepare only what information or evidence will manifest, not how or where.

HONOR THE NEW REALITY

Once revealed, a Liminal Clue becomes solid. Record it as an undeniable discovery: a fact, a sign, or a symptom of the monster's nature. It's no longer merely potential—it's now part of the world's grim reality.

GENERAL OR SPECIFIC?

The Liminal Clues you prepare in advance should be a mix of general information ("the victim was torn apart and partially devoured") and more specific pieces of evidence ("the only member of the family who wasn't attacked wears a silver necklace"). General information can usually arise in a wider variety of locations, but it can be difficult to improvise its form in the moment. Specific pieces of evidence, meanwhile, have slightly more defined forms but can be more difficult to fit into the party's investigation. Having a mix of both distributes the mental load.

GO WITH THE FLOW

Learning to use Liminal Clues is one of the trickiest and most rewarding parts of running a Hunt, so give yourself grace as you practice, and prioritize providing PCs with clues sooner rather than later.

The party might at times need to receive information in multiple ways before they'll act on it. If the players miss or ignore a clue you've given, use more than one of the ideas you planned (or another one you create on the fly) until the information has been reinforced enough for them to act on it. Where helpful, you can be candid with your players. Use phrases like "It's obvious that..." or "You can tell that..." to clearly communicate critical information.

Structure of a Hunt

The following sections provide guidance on running the session using the monster you've created and Liminal Clues you've prepared.

ARRIVAL

This is the scene or sequence that first hooks the PCs into the adventure by establishing a strange event that implies monster activity. There are many ways by which the PCs can be drawn into the mission: They might be present when a monster attacks, they could be called in by an NPC to investigate after the fact, or they might simply stumble upon the aftermath by happenstance. During this section of gameplay, the party acquires the first layer of information about the mystery or mission. The information you deliver to the party during this sequence should provide the players with multiple solid avenues of investigation.

INVESTIGATION

The PCs follow leads discovered during the Arrival or in this sequence. Look for opportunities to introduce Liminal Clues. If the party's investigation stalls, remind them of the following possible methods of investigation:

- **Searching for and Analyzing Physical Evidence:** This can include tracks or trails (wet footprints), trace evidence (wolf hair), notable items or props (a silver dagger inscribed with an insignia), or the results of medical examinations (the victims' lungs are filled with water) and scientific experiments (the wolf hair found at the scene turns to dust when touched with silver).
- **Interviewing Eyewitnesses:** An eyewitness might see the monster's activity directly if it occurs in public, or they might notice suspicious events or behavior that they can relate to the PCs after the fact.
- **Seeking Advice from Experts:** Archivists, investigators, and veteran monster hunters can offer guidance on dispatching certain types of monsters or interpreting certain clues.
- **Collecting Gossip and Rumors:** Interviewing NPCs wherever they gather, such as at the local market or tavern, often yields important information.
- **Researching Lore and Local History:** Helpful local history or monster lore can often be found in written records, such as church libraries or public archives.
- **Using Magic:** PCs with the appropriate spells or abilities can perform divination rituals or psychometric readings to gain information.

ESCALATION

In this sequence, the PCs bring together what they've discovered about the monster and develop a plan of action for finding and defeating it. Don't expect the players to necessarily reach the exact solution you intended—pivot to accommodate anything reasonable that the players come up with.

> ***Tip:*** *If the party seems stuck or confused, have the monster or its allies threaten or attack them (or an important NPC) and convey any undiscovered information in an obvious and impossible-to-ignore manner.*

CONFRONTATION

In this sequence, the PCs attempt to banish, bind, or destroy the monster using what they've learned. This usually means infiltrating the monster's lair, setting a trap, or surveilling the site of a future attack, and often culminates in a combat—though sometimes the party will come up with a clever plan to avoid violence altogether. In those instances, let the players succeed and reward them for thinking outside the box.

EPILOGUE

The party ties up any loose ends. This is a good opportunity to push forward any long-term projects, advance character arcs, pull on additional story threads, and attend to bookkeeping. Optionally, you can set the hook for the next session's Hunt.

EXAMPLE OF PLAY

Prepping the Session

Shelley (she/her) is planning to run a monster hunt for Quincey (he/him), Mina (she/her), and Lucy (she/her).

MONSTER CONCEPT

Shelley starts by making her monster:

- **What is it?** Shelley's been on a classic J-horror kick, so she wants to do a ghost story in the vein of *Dark Water* or *The Ring*. She decides on the ghost of a young woman that sneaks into people's houses at night and sucks the souls out of their bodies.
- **What does it want?** Looking through the list of motivations, Shelley feels like wrath and revenge both make sense for a ghost. She decides that this is the ghost of a young woman named Mary, who went missing one year ago and was never found. Mary's spirit wants revenge on the village for not finding her or bringing her kidnapper to justice.
- **Where can you find it?** Shelley thinks the old well at the center of town would be a suitably spooky place to be a ghost's lair, so she decides her bones are still there at the bottom of the well.
- **How can you defeat it?** Shelley thinks the ghost can be laid to rest by finding its bones and burning them.
- ***Optional:* What else should you worry about?** Shelley thinks it could be cool if the ghost can summon or command the souls that she's already absorbed, so she chooses an appropriate stat block to represent them in case she finds a place to confront the PCs with them.

ACT STRUCTURE

Shelley looks at the Hunt structure and comes up with brief concepts for what could happen in each act. She isn't trying to plan out a plot; she just wants a general idea of what might happen, knowing that she'll almost certainly have to pivot or improvise in response to the players' decisions.

Arrival: The party will be called into a small village on the outskirts of Jesaña to investigate the mysterious death of a sleeping teenage boy. Shelley prepares a few questions she can ask the players at the top of the session to collaboratively build a tighter connection between the party and the mystery:

> "One of you knows the mother of the victim. What's your relationship to her? How does she feel about you?"
>
> "You've been to this village before. What business did you previously have here?"
>
> "What rumors have you heard about this part of Andaluria that give you pause?"

Investigation: The party will have free rein to talk with the locals and investigate public spaces in the village. There, the party will learn about Mary's disappearance one year ago.

Escalation: Mary will strike again the night of the hunters' arrival. Depending on where the PCs are, they might have the chance to intercept the ghost and prevent her from taking another victim. If Shelley needs to threaten the PCs directly, she can have Mary or her spectral minion (the spirit of her first victim) attack the party or a notable NPC.

Confrontation: The party can try to lay Mary's spirit to rest. Shelley expects this to be a combat, so she reskins the Minor Chaos Elemental into Mary's ghost. She expects the showdown to happen at the well in the center of town, where Mary's bones are hidden, but it can easily be moved to another location if needed.

Epilogue: Shelley expects the PCs will have a roleplay scene or two with the locals. Depending on how well the party was able to defend the village, they might receive a unique item connected to the lore they uncovered or relationships they explored before leaving the village.

LIMINAL CLUES

Finally, Shelley needs 4 to 6 Liminal Clues—preferably a mix between general information that can be revealed in numerous places and specific evidence that gives the players a really strong lead (but may have to be fudged during play):

- The victim's spirit was drained while he slept.
- This week is the anniversary of Mary's disappearance.
- The village children don't play near the well anymore because they keep hearing mysterious crying echoing from there.
- A local returning from the fields late at night saw a young woman walking barefoot in the village. She didn't answer when called and disappeared when pursued.
- The ghost avoids bright light and open flame.
- There are wet footprints in the victim's bedroom.

Playing the Session

As Shelley describes the party arriving at the village, she asks her prepared questions to the players. Together, they establish that Quincey's character, a slyborne infernis ranger, used to work in Jesaña with the victim's mother, and they had a romantic relationship before she got married to someone else and moved to the village to raise a family.

ARRIVAL

When the party investigates the victim's bedroom, Mina's character (a highborne human witch) uses her "Commune" feature to contact the boy's spirit. Shelley decides that because the victim's spirit was absorbed, Mina can't establish a connection to it, but her attempt still yields useful information: the room is suffused with the spectral echoes of the ghost's spirit-draining attack. This is close to the first Liminal Clue that Shelley prepared, but it's not an exact match; Shelley rewrites the clue as "The victim's spirit was drained by a ghost" and hands the card to Mina. Lucy's character (a ridgeborne faerie sorcerer) looks around the room for physical evidence, so Shelley describes wet footprints leading from the window to the bed. Importantly, Shelley didn't ask for an action roll from Lucy; just by searching an area where the clue could be found, Lucy caused it to manifest.

INVESTIGATION

The party splits up to expand their investigation. Quincey and Lucy look at the "wet footprints" clue and ask whether the village is near a stream or a watermill. Shelley could say, "No, but there's a well," but instead pivots to make the players correct and amends the Liminal Clue about the well to the mill. Shelley asks how they would find out, and the players say they just want to look around. Shelley says, "Yes, there is a dilapidated mill at the edge of the village, which no one's used for years." Quincey and Lucy decide to investigate the mill.

Mina, meanwhile, decides to pursue the ghost lead: "What can I find out about ghosts in this area?" Shelley asks whether Mina has specific questions in mind or just wants general information. Mina says she wants general information on ghosts in Andaluria. Shelley says Mina knows (by reputation) of a retired ghost hunter who lives in a cottage in the woods a couple hours away. Does she want to take the better part of the day to go visit them? Mina says yes, and Shelley cuts back to Quincey and Lucy...

As this sequence proceeds, Shelley invents locations and NPCs as needed, prompting the players for input as she goes. Quincey and Lucy encounter a local group of kids daring one another to steal something from "Mary's mill," and Shelley gives them the Liminal Clue that says, "The village children don't play near the mill anymore because they keep hearing mysterious crying echoing from there." Mina visits with the retired ghost hunter and learns that the only sure way to defeat a ghost for good is to lay their spirit to rest, either by magic ritual or by burning their remains. Shelley makes a note for herself that the Liminal Clue "The ghost avoids bright light and open flame" has now changed into "To defeat a ghost, lay its remains to rest."

ESCALATION

Mina rushes back to the village as the sun sets. Quincey and Lucy enter the mill but are expelled by Mary and her spectral minions because they don't have a way to defeat her yet. The PCs reconvene in the tavern at the center of town and share the information they've collected. Shelley asks them to spitball different ways they might lay the ghost's remains to rest based on the information they have. Quincey recalls that the local children called it Mary's Mill—who's Mary? The PCs ask the other patrons at the tavern and learn about Mary Whitton, the woman who went missing one year ago, and that her disappearance was never solved. After some discussion (and light prompting from Shelley), the players come up with their answers to the four key questions:

- **What is it?** The ghost of Mary Whitton, sucking the spirit out of the locals in their sleep.
- **What does it want?** She's angry that the village never solved her disappearance.
- **Where can we find it?** In the abandoned mill.
- **How do we defeat it?** Find her bones inside the mill and bury them.

Note that the answer to the final question is not what Shelley planned, and it's based on a little bit of a guess on the players' part. However, it makes sense that Mary is haunting the mill because her body was hidden there. The players decide to raid the mill and search for Mary's remains so they can lay her to rest.

CONFRONTATION

The party heads to the mill that night. Shelley runs the combat mostly as anticipated, but with a complication that Mary can't be defeated until a player finds her bones by searching the mill with appropriate action rolls. When the players discover Mary's bones, Shelley asks them to describe the ritual they use to lay her to rest—but rules that it will succeed automatically because failure would be anticlimactic.

EPILOGUE

Shelley decides to run the Epilogue as a montage in which each player gets to describe one way their PC honors Mary's memory:

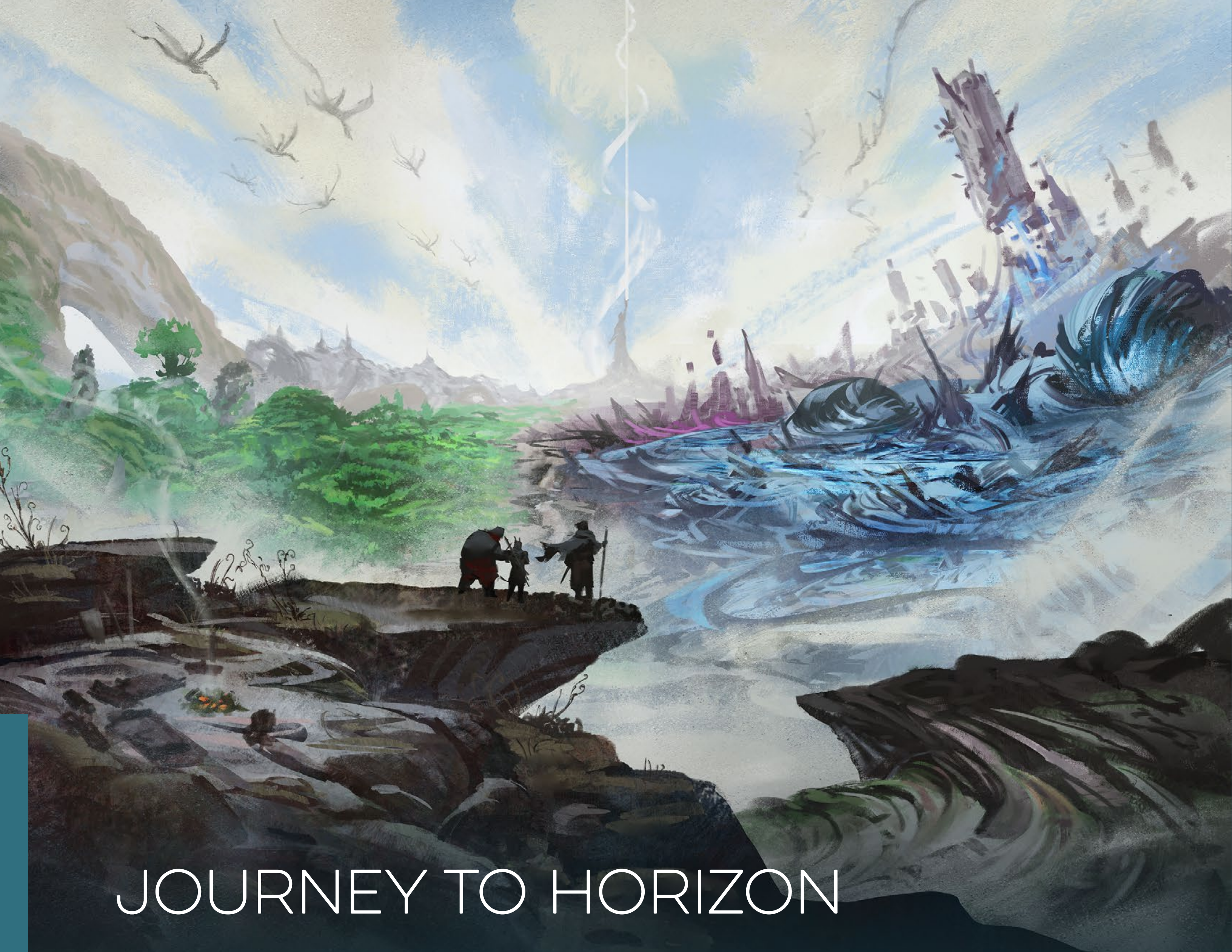
- Quincey convinces the town to tear down the mill.
- Lucy crafts a simple headstone for Mary and places it in the local graveyard.
- Mina returns to the retired ghost hunter and has tea with them (she liked this NPC and wants them to become a regular fixture throughout the campaign).

Shelley finishes the session with a teaser of the next session's mystery: She describes a local forester running full tilt through the dark forest, blood streaming down his face. He breaks through the treeline and skids to a stop just before narrowly avoiding toppling over a cliff. The full moon glows behind him as his eyes dart back and forth, desperate for an escape route. Then a bone-chilling howl pierces the night sky.

SESSION ZERO QUESTIONS

Ask your players any of these questions, or make your own.

- You once fought a monster together and one of you nearly died. Who saved them, and what scar, physical or otherwise, remains from that night?
- Who in Jesaña (a noble, a guild, or even the council) claims you owe them a debt?
- What local ward, charm, or ritual do you all believe in, even if others dismiss it as peasant nonsense?
- What festival or celebration did you all attend together in the past, and what happened there that still lingers between you?
- Which of the ruling families has taken an interest in your group and why? Do they see you as useful pawns, dangerous meddlers, or future allies?
- How does the church regard your party? Are you wayward souls to bring back into the fold, heretics to be watched, or necessary protectors of the people?



JOURNEY TO HORIZON

After a thousand-year cataclysm, a fellowship of heroes embarks from their magically protected sanctuary to journey across a broken continent and resurrect the fallen goddess who can heal their world.

Designed by James Haeck, Rob Hebert, James Introcaso, and Spenser Starke

Complexity Rating: ●●●●

THE PITCH

Read this section to your players to introduce them to the campaign.

Long ago, the vast continent of Valloren was home to wondrous landscapes shaped by the goddess Aurelia, wielder of the elemental essence called terrana. But when her disciples' betrayal threatened to extinguish magic forever, Aurelia sacrificed her own life to call down the stars and purge the land of corruption. To protect her people from annihilation, Aurelia raised magical barriers that would last a thousand years.

In a Journey to Horizon campaign, you play heroes chosen by fate to leave their recently unsealed sanctuary and travel across a turbulent and hostile world on a quest to resurrect the goddess.

TONE & FEEL

Adventurous, Epic, Hopeful, Magical, Mysterious, Sprawling, Wondrous

THEMES

Faith in Friendship, Growing Shadows, Hope Rekindled, New Beginnings, Pathways Long & Winding, Points of Light in a Ruined World

TOUCHSTONES

The Dragon Prince, Fallout, Final Fantasy VII, Kipo and the Age of the Wonderbeasts, The Legend of Zelda: Breath of the Wild, The Lord of the Rings Trilogy, Lunar, Willow

OVERVIEW

If your group decides to play this campaign, give your players the following information before character creation.

The land of **Valloren** is a vast continent first raised out of an endless ocean by the goddess **Aurelia** (she/her). Wielding the magical essence **terrana**, Aurelia created incredible magical landscapes: supernaturally lush forests teeming with oversized game, crystal mountains floating high above fields of singing flowers, and enchanted plains of perpetually falling snow—all in impossible proximity to one another.

Amid this tremendous bounty, the people of Valloren flourished and multiplied, building shrines across the continent to honor their goddess. To guide and protect her creation, Aurelia selected thirteen followers to become her magi and granted each of them a fragment of her immortal power. Under their watchful eyes and steady hands, Valloren enjoyed an **Age of Wonder**. But it wouldn't last.

Among Aurelia's magi were **the Lovers,** Yrska and Drago. Alone, each of them surpassed their fellow magi in skill and power—but *together*, they rivaled Aurelia herself. In pursuit of the people's praise and their own prideful ambitions, the Lovers drew upon ever-increasing amounts of terrana to fuel the swift expansion of incredible, sprawling settlements.

But while Valloren's reserves of terrana were endlessly renewable, they were not inexhaustible. Whereas Aurelia had never drawn more from the land than it could safely replenish, the Lovers' reckless consumption threatened to drain the world of magic forever. When Aurelia counseled—then commanded—restraint, the Lovers rebelled. In response, Aurelia raised an army of devotees and appointed her eleven remaining magi its generals. At first, a quick victory seemed assured. But one by one, the Lovers lured the other magi into their rebellion with promises of unlimited power.

As the war dragged on, the land's magic was nearly depleted. If the last mote of terrana were consumed, magic would vanish from Valloren, never to return. Exhausted by decades of conflict, Aurelia's forces were driven back to the eastern edge of the continent, where—with no hope of victory—they made their last stand. There, in a final desperate gambit, Aurelia performed a fatal ritual that raised magical barriers around her shrines and pulled the stars from the sky, destroying all thirteen traitorous magi and their followers. With her last breath, Aurelia promised the faithful that, in time, the barriers would fall and she would return.

The **Starfall** scoured the face of Valloren in a maelstrom of cosmic energy, with only a fraction of Valloren's population surviving the cataclysm behind the barriers raised by Aurelia. For a thousand years, these survivors persevered within their sanctuaries, each enclave completely sealed off from the outside world—and one another—as the rest of the continent was razed. Vallorens named this period of isolation and calamity the **Long Sorrow**.

In time, the storm relented and the land began to heal. Slowly but surely, the quantum of terrana that had been saved by Aurelia's dire sacrifice replenished itself—before surging wholly unrestrained. When the sanctuaries finally opened, their inhabitants emerged into the wilds of a New Valloren. Whole regions had been transformed—first devastated by the Starfall, then cleansed in the Long Sorrow, and finally mutated by the resurgence of terrana. From the cratered graves of fallen stars, a toxic radiance called **shadowblight** had seeped into the environment, turning nearby habitats into malicious wastelands stalked by ravening abominations.

Now, the maps and legends of Old Valloren no longer match reality—and in the short time since the sanctuaries opened, the people of Valloren have set about reforging old alliances and cutting new trails. But the outside world is hostile and chaotic, with the shadowblight spreading and raw terrana amplifying the untamed wilderness. For Valloren to thrive once more, Aurelia must return as promised. Only she has the power to lift the stars skyward, drive back the smoldering creep of shadowblight, and give birth to a second Age of Wonder.

But where is she?

At the shrine in the center of the **Marrogate** sanctuary, at the southwestern tip of Valloren, **High Priestess Saraya** (she/her) has made a stunning discovery: a **Soul Echo**. Through her holy order's sacred rituals, Saraya has learned that, to resurrect Aurelia, the lingering fragments of Aurelia's divine essence must be collected from throughout Valloren and transported to the site of her death, where body and spirit can be reunited. In secret, Saraya crafts a **Vessel of Light** to protect the Echoes and makes preparations for her long journey across Valloren.

Unfortunately, there are those who wish to prevent Aurelia's resurrection. Faith in Aurelia faltered during the Long Sorrow's thousand-year span—and the **Cult of the Two-Headed Coin**, a religious faction devoted to the Lovers, grew to fill the void. Though most members of Saraya's **Aurelian Order** remain devoted to the goddess, their ranks have been secretly infiltrated by a feared company of cultists known as the **Fellsworn Templars**. Meanwhile, wraithlike **Seekers-in-Shadow**—wretched shades that wield terrana and shadowblight alike in powerful displays of dark magic—have been spotted throughout Valloren.

On the day Saraya plans to embark from Marrogate, the Fellsworn Templars attack. In desperation, she entrusts the Vessel to your care and, knowing it means her own death, draws the templars' attention to enable your escape.

Now you must collect the Soul Echoes and resurrect Aurelia before darkness and despair overtake New Valloren. Whether you've prepared for this quest or found yourself entangled in it unexpectedly, you know the journey will be long and treacherous. The Cult of the Two-Headed Coin is on the rise, the Fellsworn are on your trail, and the Seekers-in-Shadow stalk the path ahead of you. You'll find no safety in the wilderness and must rely on sanctuaries transformed by one thousand years of isolation to rest and recover.

But you must complete your quest, the Vessel must be protected, and the goddess must be revived—for only her magic can heal this land and save it from destruction.

COMMUNITIES

In a Journey to Horizon campaign, all communities aside from wanderborne are available, but some have unique aspects. As needed, provide the following information to your players and choose one or more of the questions to ask them during your session zero.

All Communities

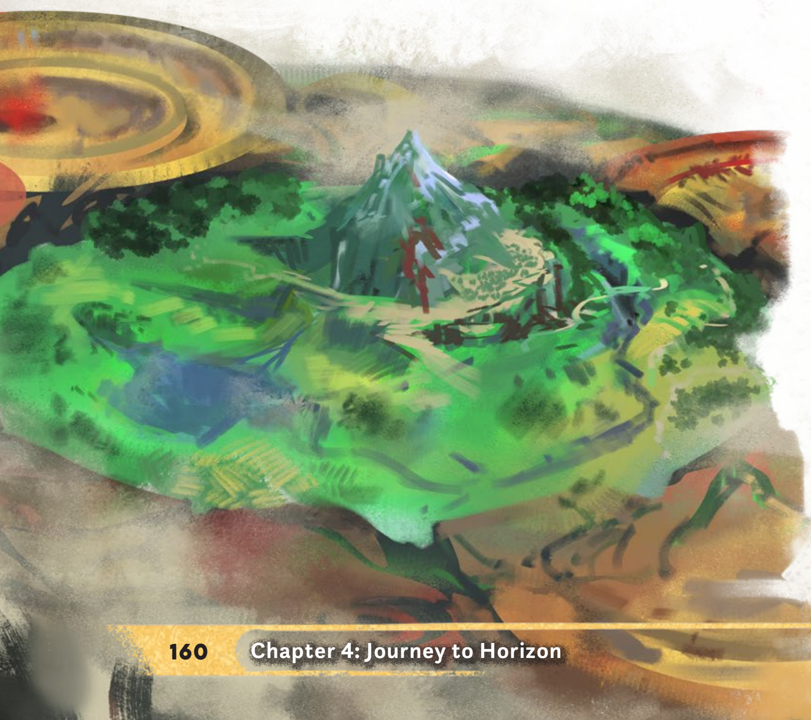
In this campaign, all PCs are from the sanctuary of Marrogate, but that doesn't mean they all come from the same community.

After the players choose communities for their characters, discuss as a group how one thousand years of isolation inside a sanctuary shaped their characters' communities and establish the necessary truths to support the choices made at character creation. For instance, while long sea voyages would be impossible during the Long Sorrow, the Marrogate sanctuary could border a bay or float atop the ocean waves, making a seaborne PC playable.

Bear in mind that no sanctuary is a monoculture. Each society still has various social classes, vocations, religious enclaves, and other groups and cultures within its walls. Some sanctuaries are large enough to encompass more than a single biome. If this is the case for your campaign's version of Marrogate, think about how people living in or between each of these environments might interact.

Habitat-Based Communities

When a player chooses a habitat-based community for their character, such as ridgeborne, duneborne, or seaborne, that habitat should inform what kind of sanctuary Marrogate is. The magic of terrana allows for biomes to be as realistic or fantastical as you want. For example, if different members of the party choose all three of the communities previously listed, Marrogate could encompass a region with a mountain range separating a small sea and a sprawling desert. Alternatively, it could be a desert that encircles a large body of water with a single mountain jutting from its center.



Loreborne

From the outset of the Long Sorrow, many saw the need to preserve not just life but knowledge, and they formed communities dedicated to assembling and maintaining vast libraries of information from Old Valloren that would otherwise be lost.

- What knowledge from Old Valloren did your people think most worthy of preservation? How did they keep it safe?
- What do you most hope to learn about New Valloren on your journey across the continent?
- What mystery about Old Valloren do you hope to solve by exploring New Valloren?
- What was the story or piece of information from the old world that you found hidden away in an ancient book—and that you believe nobody else knows about?

Reborne

As the sanctuaries opened, so did a new chapter for Valloren and its inhabitants. Anyone who felt trapped within their original community gained the opportunity to leave it behind and seek a sense of belonging on the path to parts unknown.

- How or why did you split from your original community?
- How has the opportunity to leave the sanctuary affected your perspective on your community? Is this the first time you've rejected it?
- What person or practice are you sad to have lost when you left your community? If you don't remember your life before, what face do you keep seeing as you fall asleep?

Wanderborne

Because of the isolated nature of the sanctuaries, the wanderborne community is not available in a Journey to Horizon campaign.

Warborne

The isolation and deprivation that characterized life inside many sanctuaries sometimes pushed the people there into all-out conflict with one another. In some sanctuaries, internal clashes lasted generations and eclipsed any hope of peaceful coexistence. If a player chooses to play a warborne character, it means Marrogate is one such sanctuary. Think about how the other PCs, regardless of their community, would have been affected by war.

- What political crisis within Marrogate triggered the first strike?
- What resources do the people of Marrogate still fight over?
- What factions arose against one another within Marrogate's walls?

ANCESTRIES

All ancestries are available, but some have unique aspects in a Journey to Horizon campaign. As needed, provide the following information to your players.

Long- and Short-Lived Ancestries

Many ancestries, such as drakona and dwarf, have natural lifespans of 250–350 years, meaning that a full-grown adult might be only a handful of generations removed from the Starfall. For these people, the Age of Wonder is less a legendary lost era and more a near-historical period about which they have family lore. On the other hand, some ancestries (such as faerie) have a relatively short lifespan. Sanctuary life is essentially all they, or any ancestor they feel a strong connection to, have ever known. Think about how the natural lifespan of your character's ancestry might shape their relationship to Old Valloren, and how they would react to the perils and promise of New Valloren.

Clank

Since many raw materials would be scarce in certain sanctuaries, a clank's body composition is often a representation of what resources were plentiful where they were built. Because clanks often live as long as they can source new parts, a clank might have experienced much of the Long Sorrow—or even some of the Age of Wonder. Because their memories fade over time, however, it's unlikely that many clanks remain who fully remember life outside their sanctuary.

Elves

An elf's mystic form can shift as they travel between regions where terrana flows freely. If you decide to play an elf who possesses a mystic form, consider how its appearance changes as you encounter the strange biomes and natural wonders of New Valloren.

Fungril

During the Long Sorrow, the mycelial arrays of fungril networks couldn't penetrate the sanctuary barriers. Now that the walls have come down, this network is slowly rebuilding, and fungril across the land are connecting with each other for the first time. This new connectivity is very exciting to some fungril, while others are wary of the risks it might bear. If you choose to play a fungril, consider how the slow regrowth of this psychic network might affect your journey, and what your role might be in its ongoing development.

CLASSES

All classes and subclasses aside from the Syndicate rogue are available, but some have unique aspects in a Journey to Horizon campaign. As needed, provide the following information to your players.

Magic Users in Valloren

In Valloren, all magic relies upon the mystical essence called terrana. No matter the source of their power—be it faith, education, or talent—a magic user requires terrana to fuel their spells. It's up to your table how terrana manifests: it could be a glowing mist that rises out of the land, iridescent electricity, or simply an invisible sense of calm that permeates the atmosphere.

For the first few centuries of the Long Sorrow, the near-total depletion of terrana rendered magic nigh-impossible to cast, but the recent exponential resurgence of terrana has given birth to a magical renaissance. In New Valloren, terrana is raw and wild. Whenever magic is used, the environment responds. Plants might bend toward the caster or burst from the soil at their feet, visible lines of crackling energy might crawl up from the ground and into their body, or rain clouds might churn and swirl overhead. The more powerful the spell, the more dramatic the effect—and the more potential for surprising or chaotic results.

This is especially noticeable for druids, rangers, witches, and elemental origin sorcerers, who all have a more intimate connection to nature magic through their class features or access to the Sage domain.

Druids

A druid's intimate connection to the natural world can help them quickly intuit deeper truths about the strange flora and fauna they encounter on their journeys through Valloren, and many druids are excited to explore a world made miraculous by wild magic. Players who create a druid should think about how their abilities might be shaped by the strange and chaotic environments they travel through. For instance, their Beastform may manifest differently depending on the habitat they're in, or their proximity to the shadowblight might affect them in peculiar and dangerous ways.

Guardians & Warriors

Aurelia's barriers made full-scale war between sanctuaries impossible, but many still suffered from prolonged civil conflicts. Some sanctuaries kept standing peacekeeping forces or militias for the sake of order and stability, with variable success. And now that the walls have fallen, many sanctuaries have spun up military forces to ensure their people's safety—or the conquest of their neighbors. If a player chooses to play a guardian or warrior, it's likely their character has a connection to one of these forces.

CLASSES (CONTINUED)

Rangers

Throughout the Long Sorrow, rangers hunted, tracked, and patrolled across relatively limited areas. Most have little experience beyond one or two biomes, and many creatures they encounter beyond the walls of their sanctuary will be strange to them. They do, however, have better-than-average survival skills honed in their home territories, as well as a knack for adapting to whatever they find on their journey. Within their sanctuaries, rangers often took on more of a conservationist role, rather than a hunter or trailblazer role, because land—and the game it could produce—was so limited. Once the sanctuaries were unsealed, however, many of the first inhabitants to explore the surrounding areas and map their new terrain were rangers.

Seraphs

Before the Long Sorrow, nearly all seraphs put their faith in Aurelia—but a dead goddess doesn't answer prayers. If a player chooses a seraph at character creation, discuss with your table what this could mean: Have they discovered other deities? If so, how does that alter their beliefs about Aurelia's place in the pantheon? If they still worship Aurelia, what does it mean that their prayers are now being answered? How does the knowledge that they are in the presence of a fragment of Aurelia's essence affect their faith?

Syndicate Rogue

Because of the isolated nature of the sanctuaries, the Syndicate rogue is not available in a Journey to Horizon campaign.

Warlocks

Warlocks wield power bestowed upon them by entities from other realms, but in Valloren these magic abilities must still be fueled by terrana. Thus, like other spellcasters, warlocks have seen their power restored as terrana has returned over the last 1,000 years. If you choose to play a warlock, think about how your patron came to interact with this realm and what their feelings toward Aurelia or terrana would be.

PLAYER PRINCIPLES

If your group decides to play this campaign, give your players the following information before character creation.

Explore the Land and Discover Its People

While a trek through the lands of New Valloren is filled with danger and hardship, it's also a wellspring of discovery and wonder. No path is properly mapped, and impossible vistas lie just beyond the next horizon: crystal ruins untouched for a thousand years, a river that glows with a cerulean light, green lightning striking a shrine atop a floating mountain. These curiosities exist to be investigated and explored.

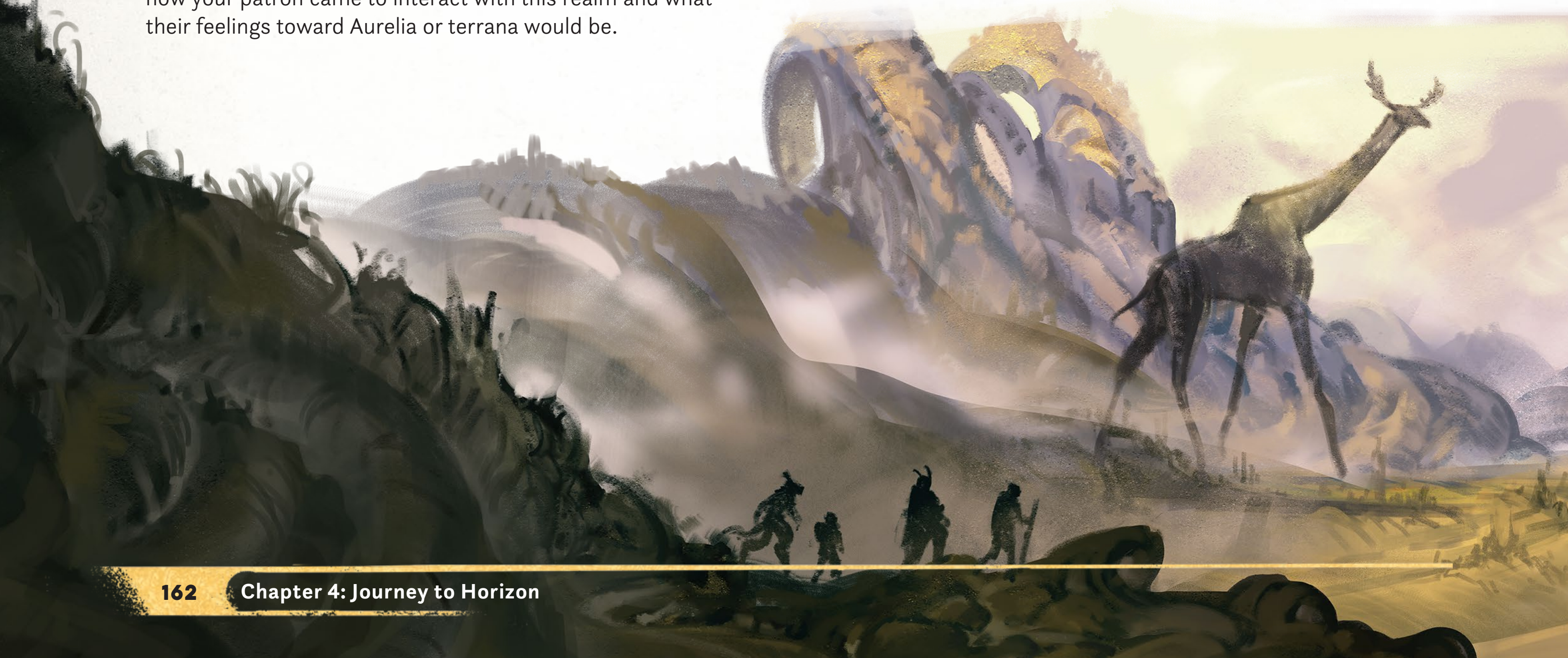
Characters who take risks and seek to uncover the unknown are often rewarded with priceless information or relics from an ancient age. Journey smart, but don't be afraid to go off the beaten path when something draws your interest. When your character reaches a new sanctuary, learn about its denizens and their way of life. When you find a mystery, solve it. If you see an injustice, rectify it.

Grow Together

While traveling with your fellowship, ask honest questions and give honest answers. Steal moments from the main journey for quiet bits of conversation and comfort. Aid your allies and help your friends. Long journeys through new places teach us about ourselves and one another. Exploring a new land can make you more courageous, compassionate, and open-minded than before. The experiences your character has and the people they meet should change them for the better, one step at a time.

Keep Moving Forward

While it's important to take time away from the main storyline for more episodic or emotional beats, don't forget the ultimate goal: to resurrect the goddess Aurelia. The forces of darkness are aligned against your party and grow in power with every step of the journey. Remember the weight of the mission and press on accordingly.



GM PRINCIPLES

Keep the following guidance in mind when you GM this campaign.

Reward Curiosity

Don't penalize the PCs for exploring the wider world of New Valloren. They must face challenges on their journey, but not punishment. When a PC delves into a dangerous ruin or pursues a tantalizing sidequest, reward them with information, treasure, or something else they desire. The PCs should never end an adventure empty-handed.

Make the World Wondrous

Terrana not only fills Valloren with lush, diverse biomes—it also makes those environments fantastical. Your New Valloren can include a range of extraordinary landscapes, such as clouds you can walk on, a jungle of neon flora, or a lake of living glass. This land is also dotted with the remnants of the old world, like submersibles of silver now beached on the shore and inhabited by giant, human-faced crabs. Create environments that the PCs will be eager to explore and let your imagination run wild.

Put Other People Out There

New Valloren is vast and unexplored, and the PCs aren't the only people with purpose. Many others are leaving their sanctuaries to establish small villages in fantastic places, build roadhouses for weary travelers, and go on pilgrimages to holy sites. These folks allow you to give the PCs information about nearby landmarks and environments, news from the sanctuaries, and a way to rest and recuperate away from the road. They also allow the PCs to chat with other people aside from each other and share stories of their adventures.

Many agents and factions want the Vessel for themselves. Hound the party with dark forces that threaten to discover their goal. Waylay them with difficult dilemmas. Tempt them with easy outs, then confront them with the consequences.

Show the Scars of the Long Sorrow

Though terrana has returned to Valloren with a vengeance, the continent still carries the trauma of the Starfall and its aftermath. The party should come across regions that terrana's resurgence has not reached or that have been corrupted by shadowblight. Confront them with places where fallen stars exude toxic magic: ruined quarries where time and space are warped, sprawling marshes teeming with undead, and abandoned fortifications where twisted beasts that know only hunger dwell.

Additionally, not everything went according to Aurelia's plan. Some things—somehow—survived the Starfall. There are sanctuaries whose walls came down early, some that are still trapped within their barrier, and others still that were never fully protected to begin with. Some sanctuaries, left to stew in their own juices, fell to internal crises or conflicts. And a rare few are festering sources of shadowblight, filled with people transformed into something unnatural and wrong.

Think in Themes

This campaign features disconnected locations, huge swathes of wilderness, a large number of random tables, and numerous mechanical abstractions; you can unite these disparate elements by linking them to special themes that you select while preparing a session, improvise at the table, or notice as they naturally recur throughout the campaign. Think about how a great episode or arc of a television series often juggles multiple storylines that each touch on related ideas or questions: "found family," "loss of innocence," "what is the nature of evil?" If you're having trouble finding a throughline, you can't go wrong with "the power of love." Try to weave these themes into the people, places, and events you present to the party, and the story you tell together will cohere into something beautiful and surprising.

DISTINCTIONS

Use this information to prepare your campaign. You can also share it with your players as needed.

An Uncharted World of Wonder

There are no accurate maps of New Valloren as it exists today. When terrana returned, it didn't restore the world exactly as it was; instead, citrus groves grew where deserts once sprawled, icy snowfields covered former grasslands, and inland seas became canyon labyrinths.

The map that comes with this campaign frame is of Old Valloren. The only data the party can rely on is the locations of sanctuaries—though some sanctuaries might have fallen by the time the party arrives at them. Outside the sanctuaries, New Valloren is wild and dangerous. When the party travels from one sanctuary to another, they'll invariably encounter:

- Overgrown environments bursting with terrana
- Magical wonders that defy explanation
- The ruins of Old Valloren, many of them filled with ancient relics or haunted by baleful specters
- Pockets of shadowblight where fallen stars bleed gray
- Lairs and encampments inhabited by shadowblighted survivors
- New settlements built by former sanctuary-dwellers—temporary encampments at first, but eventually permanent fortifications and villages as the party's journey wears on
- Travelers, peddlers, and explorers
- Ancient routes and fresh-cut pathways
- Hazards both magical and mundane
- Agents of the enemy (Cultists of the Two-Headed Coin, Fellsworn Templars, and Seekers-in-Shadow)
- Bandits, brigands, and outlaws

IMPOSSIBLE ENVIRONMENTS

The terrana-charged habitats and biomes of Valloren defy explanation and border each other in impossible ways: rivers flow uphill, tropical jungles give way to frozen tundras, and patches of earth only a few leagues wide somehow possess their own cycle of day and night. When designing a new area for the PCs to explore or traverse, consider the following questions:

- What is the natural environment this area is based on, and how can I make it magical?
- What unique dangers can the PCs face here?
- What benefits or boons might the party find?
- What unique landmarks or curiosities could the PCs encounter?

This campaign frame includes special mechanics for creating, exploring, and mapping New Valloren (see the "Journeys in Valloren" section on page 169).

Shrines & Sanctuaries

Throughout Valloren are shrines dedicated to the goddess Aurelia. In Old Valloren, these were fonts of terrana maintained by her priests and devotees. In New Valloren, they're the only points of true safety in a dangerous world. Resting and recuperating in the wilderness is difficult, so reaching a sanctuary—and therefore a shrine—will usually be a moment of relief for the party.

When Aurelia performed her final rite, she caused a ring of colossal trees to erupt from the ground surrounding each of her shrines. These trees grew until they touched the clouds, then twisted and curved in on themselves, forming a tightly woven, impenetrable canopy. On the interior face of each barrier, the trees bore magical fruit and flower blossoms that shone with sunlight and cried tears of rainwater, staving off drought and famine throughout the Long Sorrow. When creating a sanctuary, think about how it might have developed over a millennium of isolation—what changed or transformed? What unique customs or cultures emerged? What stayed the same or was preserved?

Here are a few sample sanctuaries to inspire your own creations:

- **Cyntix** is a city built atop a seemingly inexhaustible vein of iron ore. Its people have become some of the greatest blacksmiths and tinkerers of their time. Among other incredible steam-powered technologies is a working rail system that transports people via mine cart. The Machinist Guild operates as the de facto political body, though technically there are still noble titles inherited from Old Valloren. The current Guildmaster is Esio Bonte (he/him), a galapa with a level head and an analytical mind.
- **Polwood**, known as the Sleeping Sanctuary, is named for its practice of using a specially brewed tea to place the entire population, save a single caretaker, into a trance-like slumber that could stretch resources for decades. The current caretaker, Maia Brody (they/them), is a timid orc who has, for some reason, refrained from awakening their people even though the sanctuary has been unsealed.
- **Harthaven** is encased in the colossal ribcage of a long-dead beast, and its people draw warmth from the life force that lingers within the bones. They are healers, philosophers, and bonewrights who carve relics of protection. The priestly caste that rules over Harthaven forbids discussion of the creature's name or origin. Its youngest member, a gnome named Kael Orin (he/him), has begun hearing a heartbeat echoing through the marrow halls.
- **Emberhold** is situated inside the caldera of a dormant volcano, where its forges never truly cooled. Its people channel geothermal heat into radiant energy that powers entire neighborhoods. The current Speaker of the Cindermarch, a katari named Liora Dane (she/her), fears that the resurgence of terrana has reawakened the mountain's lust for fire.

For special mechanics and additional guidance related to creating sanctuaries, see the "Dice Tables for Creating Sanctuaries" section on page 174.

Not all shrines are identical. Generally, the larger a settlement was, the larger their shrine—and the larger the perimeter of the sanctuary that rose up around it. A small village might have a simple stone shrine about the size of a well, whereas a city may be home to a multi-level temple.

The party can take a long rest only at a sanctuary (see the upcoming "Campaign Mechanics" section for more information). The priests who maintain the shrine within a sanctuary are oathbound to care for respectful travelers and give them access to facilities for hygiene and laundry, clean food and water, and a safe place to recover from wounds or illness.

SOUL ECHOES

The goddess is dead, but her spirit reverberates throughout Valloren. Now, these vibrations have coalesced into Soul Echoes that can be found within ten shrines. To complete their quest, the party must locate all the Soul Echoes, gather them into a specially crafted Vessel of Light, and carry them to the site of Aurelia's holy remains. At the start of the Inciting Incident, the party will have acquired their first Soul Echo, the one placed into the Vessel of Light by High Priestess Saraya. To locate the remaining nine, they must use the Vessel itself: the Soul Echoes inside call to their sisters, and the song they sing together lights the party's path.

For more about placing these Echoes on the map, see the "Placing Soul Echoes" section on page 169.

THE VESSEL OF LIGHT

The Vessel of Light was created by High Priestess Saraya to securely gather and transport Aurelia's Soul Echoes. The nature of the Vessel is intentionally ambiguous so you and your table can decide what it is. Below are three options:

- The Vessel is a seemingly mundane object, such as a carved urn or a large acorn that must be planted in her grave.
- The Vessel is an obviously magical item of power, such as a glowing orb that must be hidden under thick velvet to avoid suspicion.
- The Vessel is an infant or young child named Echo who must be cared for by the party.

> ***Tip:*** *Some players might be uncomfortable with the idea of a child being put in danger of any sort but still want the Echo to have a personality. If so, you can make Echo a non-humanoid creature, such as a dragon hatchling or a spirit that speaks in the voice of the goddess.*

Regardless of the Vessel's form, the Soul Echoes within it are sustained by terrana from the earth and as such must remain close to the ground lest they fade and perish. As a result, the party can't significantly shorten their journey by flying across Valloren.

JOURNEY TO HORIZON

It's up to you and your table how much the average person knows about Aurelia's prophecy. Discuss who might have heard her last words. They might have been a psychic projection heard by all, or only her most faithful followers. They might have been written in stone on her shrines, or merely an article of faith preached by the hierophants of her holy order. Whatever your table decides, think about how the form and reach of the prophecy might affect the party's quest.

CLIFFS OF HORIZON

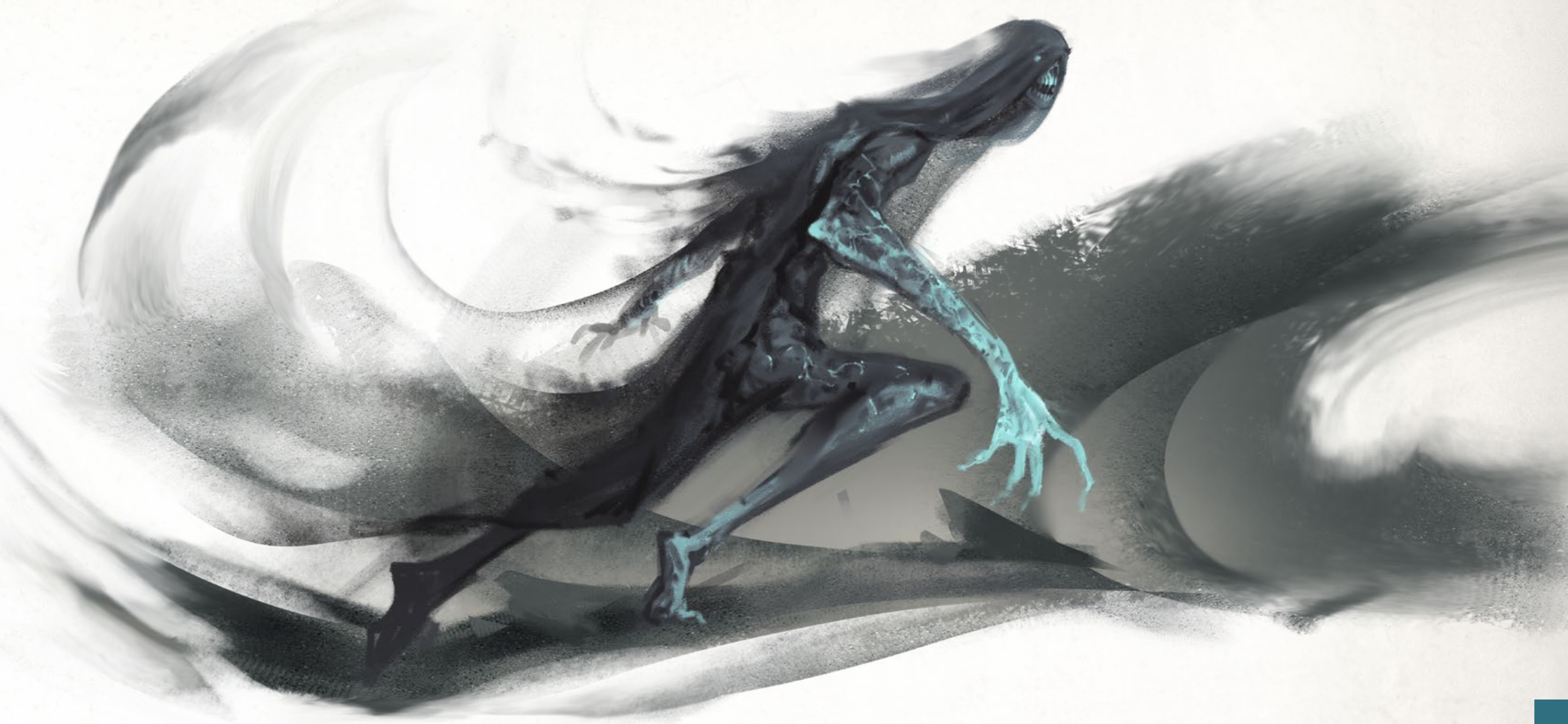
The site of Aurelia's final ritual is the northeasternmost tip of Valloren, the Cliffs of Horizon. This is the final destination of the party's journey, but they should go there only when they've collected all ten Soul Echoes to reunite them with the goddess's remains. Doing so will resurrect Aurelia and allow her to restore Valloren to its former glory.

As with the Vessel, the nature and form of Aurelia's remains have been left up to your table. She might be a 100-foot-tall statue, a twisting tree, or a perfectly preserved corpse protected by her own sanctuary walls. When the party reaches the Cliffs of Horizon with all ten Echoes, use the following questions to guide the scene: What's the current state of the site and Aurelia's remains? What must the party do to complete the reunion? In what form is Aurelia resurrected from her long death? When the goddess's soul is reunited with her body, how does the world around her change?

The Factions of New Valloren

There are two main religious orders in New Valloren: the Aurelian Order and the Cult of the Two-Headed Coin. The Aurelian Order is still dedicated to the goddess for whom it's named. In Old Valloren, it was the dominant religion, respected and celebrated in virtually every settlement. During the Long Sorrow, faith in the goddess—and thus the order's ranks—diminished as prayers to Aurelia went unanswered and numerous generations passed without her return. As the influence of the Aurelian Order waned, the power of the Cult of the Two-Headed Coin rose in equal measure.

Before the Long Sorrow, devotees of the Lovers secretly carried coins with Yrska's head on one side and Drago's on the other. Showing one's two-headed coin to another devotee proved your membership in this secret cabal. During the Long Sorrow, some came to believe that the world would have been better served by the Lovers' victory. The ranks of the cult swelled until, in many places, there was no longer need for secrecy. Many cultists now practice in the open, and sanctuaries fly banners bearing the image of the Two-Headed Coin. There are even cultists who have infiltrated the Aurelian Order: the Fellsworn Templars. Once the cult's preeminent warriors and spies, many Fellsworn Templars went into hiding during the Long Sorrow. Down the centuries, they secretly bequeathed their mantles from mentor to apprentice and embedded themselves into the Aurelian Order hierarchy, where they could prevent Aurelia's resurrection—or use the vehicle of her rebirth to bring back the Lovers.



Shadowblight

Shadowblight is the toxic radiance that oozes from the craters caused by the Starfall. This destructive energy leaches into the earth and drains both life and color from the land. While most travelers avoid shadowblighted regions, an adventurer might have to cross them to shorten a journey, evade pursuit, or locate something important.

At these corrupted sites, acid storms, life-draining fog banks, and clouds of impenetrable darkness can manifest at any time. Spells cast here can drain the caster's life force or trigger dangerous and unpredictable side effects. The air is hot and thick with a malice that makes it difficult to breathe. Even just being near a patch of shadowblight is dangerous, as twisted beasts and relentless undead often emerge from these chaotic wastelands in search of lives to consume.

Areas infected with shadowblight are drained of color and eventually dissolve into gray sludge. Any creature, living or dead, that stays in close proximity to a shadowblighted environment for long enough becomes corrupted in body, mind, and soul, turning grayscale and exuding a gloomy aura that desaturates their surroundings. Shadowblighted creatures are ravenous, undead things that greedily consume life and terrana alike.

The Seekers-in-Shadow

For one thousand years, the Seekers stalked the wastelands of Valloren. Though the party is unaware, these shades are the baleful spirits of the eleven fallen magi, starved of terrana and furious at the failure of their rebellion. Now, they finally have a chance to bring back their overlords—or take power for themselves.

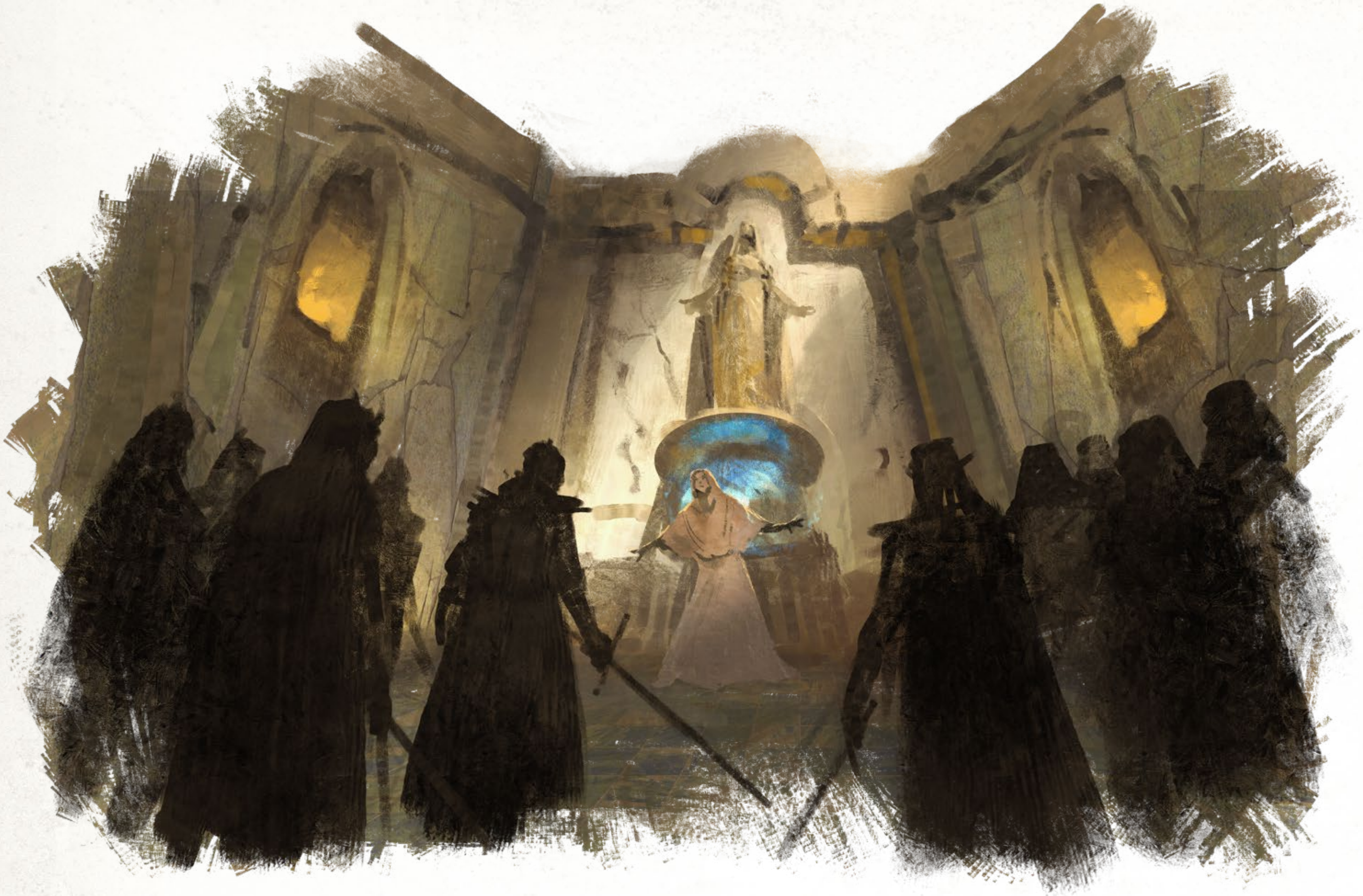
In their natural form, the Seekers are tattered, vaguely humanoid shrouds of shadow-stuff with stretched and contorted proportions. Much as in life, they can draw terrana from the land to power their magic spells. Unlike in life, their doing so leaves a wound in the environment that fills with shadowblight.

After absorbing terrana, a Seeker's appearance takes on aspects of the environment they devastated. For instance, after consuming terrana in a forest, their body might grow gray leaves and become covered in bark. A Seeker who devastates a snowy field might gain crystalline skin or ice-white patches of fur. This absorbed terrana doesn't just change their appearance, it also grants them access to new abilities that reflect these altered states. When a Seeker is defeated, their body regenerates some time later—though a party could endeavor to find a special weapon or ritual that can destroy the Seeker for good.

Impending Doom

The party's journey has a ticking clock. The shadowblight spreads, the Seekers sniff them out, the Cult of the Two-Headed Coin expands its reach, the Fellsworn Templars close the distance, and sanctuaries fall to the dangers and discord of New Valloren. As the party presses on, the threats they face rise to meet them.

This campaign has special mechanics to handle the escalation of disasters and cataclysms that befall New Valloren (see the "Doom Track" section on page 177).



THE INCITING INCIDENT

You can use the prompt below to start your campaign, or create your own.

> ***Tip:*** *The description of the Soul Echo and the Vessel of Light might need to be adjusted based on the table's description of those elements.*

Shortly after the sanctuary walls came down, **Saraya Rinn** (she/her) discovered the Soul Echo of the goddess Aurelia while praying at the shrine in the center of Marrogate. As a high priestess of the Aurelian Order, Saraya immediately understood the divine burden fate had placed upon her shoulders.

Over the next few weeks, she conducted Aurelian rites to craft the Vessel of Light and nurture the Echo inside it, preparing to deliver it across Valloren to the Cliffs of Horizon. With the help of her apprentice, **Tolren** (he/him), Saraya gathered supplies, planned a route, sent coded messages to her allies, and selected a traveling party from among the citizens of Marrogate to protect the Vessel on her journey. She prepared for every eventuality—except betrayal.

On the day Saraya planned to embark, a band of armed priests intercepted her, and Tolren revealed his deception: he was a Fellsworn Templar dedicated to the resurrection not of the goddess but of the Lovers, Yrska and Drago. No messages had been sent on Saraya's behalf, no path had been cleared for her, and no allies awaited her arrival. Her false apprentice had merely informed his fellow conspirators of the Soul Echo's discovery and opened the way for their arrival so they could take the Vessel by force.

But a high priestess of Aurelia is far from powerless—especially at the shrine of her goddess in a world newly suffused with terrana. At Saraya's command, a wild overgrowth of flora burst through the floor of the shrine, entangling her attackers and bringing the temple walls down around them. In the chaos, Saraya gave the Vessel of Light to her traveling party, secured their vow to deliver it to Horizon, and told them to seek out **Abbot Kensington** (they/them) in the nearby sanctuary of **Cinteri**.

With the Vessel in hand, the Fellsworn Templars at their back, and the uncharted land of New Valloren beyond the barrier, the party must flee the city and chart their journey to the east. How will they elude the templars ransacking the sanctuary? Whom can they trust to help them escape? And what path will they choose when they reach the wilderness? Will they head straight to Cinteri in search of the abbot or choose a less direct—and perhaps more dangerous—route in hopes of evading their pursuers?

CAMPAIGN MECHANICS

The following mechanics are unique to this campaign.

The Hex Crawl

For travel across the continent of New Valloren, Journey to Horizon uses a map divided into hexagons (commonly known as a **hex map**). Your table can use the map to track the party's movement across the continent, moving one hex at a time in a style of travel called a **hex crawl**. Each hex on the map represents roughly 24 miles of land from one side to another—just remember that in Daggerheart, narrative always supersedes representation with maps and minis, so the area represented by some hexes may be a bit larger or smaller in your story.

The following sections provide more specific directions on how to run this hex crawl, but generally the players will travel between sanctuaries one hex at a time, resolving encounters along the way. A party can take up to three short rests while traveling through the wilderness but is restricted from taking long rests outside a sanctuary. Therefore, the PCs must plan ahead to ensure they don't exhaust their resources.

FLOW OF THE NARRATIVE

The journey procedure mechanizes certain aspects of overland travel. In some ways, the hex crawl rules are more regimented than other aspects of Daggerheart—but they're designed to support the narrative, not abstract it away. We intend this system to help your table tell the kind of travel adventure stories the fantasy genre excels at, where the heroes cover long distances and pass extended periods of time in only a handful of scenes, and most mundane or routine events take place off-camera.

When using the hex crawl rules, consider the pace and flow of this kind of story. Often, there are travel montages broken up by dramatic scenes where we zoom in and watch the story unfold in detail. As you become comfortable with this style of play, you'll develop your own intuition for how much to prepare in advance and how to cooperatively build the rest of the travel sequence, empowering your players to become fellow authors of the world their characters inhabit. For instance, as the PCs plan their route, you can guide the conversation by asking one or two of the following questions to your players, or create your own:

- What rumors have your characters heard from other travelers about the land ahead?
- What sound did your character hear in the night that concerns them about the upcoming journey?
- What surprising detail did your character notice that makes them excited to venture forth?
- Who does your character know that might be found nearby?
- What tales or legends of Old Valloren has your character heard about this region?

It's important that the following procedures feel connected to the fiction and driven by character action, so don't treat them like a mere bookkeeping exercise. As with everything else in Daggerheart, use them to present difficult dilemmas and fuel interesting scenes where the players' decisions define their characters' internal journeys just as much as the external—and always amend or ignore what you feel you must in service of the story.

JOURNEYS IN VALLOREN

New Valloren is a vast continent distinguished by a patchwork of wild environs punctuated by scattered sanctuaries. The party's mission is to locate the nine shrines containing Aurelia's remaining Soul Echoes, transfer each of them to the Vessel of Light, and then deliver the Vessel to the Cliffs of Horizon where it can be used to resurrect the goddess.

A Journey to Horizon hex crawl uses two copies of the same campaign map: a GM's key map and a player-facing map. The GM fills out the key map before the campaign with important information about each hex—such as habitat, terrain, and potential points of interest or encounters. Meanwhile, the player-facing version of the map only indicates the locations of sanctuaries and the geography of Valloren as it existed before the Long Sorrow. As the party journeys across the continent, the players track their movement on the player-facing map, and the GM describes the contents of each hex they enter, using their key map as a reference. The players should fill out the player-facing map as they go until it eventually matches the GM's prepared key map. The campaign map is available as a two-page map in the appendix or as a larger map at www.daggerheart.com/downloads.

Preparing the GM's Key Map

There are many ways to fill out the key. You can choose the contents of each hex, procedurally generate them, or use a combination of both. The following procedure is one method of doing so; feel free to use whatever method speaks to you.

> ***Tip:*** *You don't have to fill out the entire key map before your first session—in fact, it's often better to limit your map generation to the hexes the party is likely to reach in the next session or two. This has a couple of benefits. First, it greatly reduces the amount of time you'll have to spend prepping your first session. Second, you can adjust the contents of the hexes or your generation method as the campaign continues to better serve the story or dial in the difficulty.*

PLACING SOUL ECHOES

Before the first session, choose nine sanctuaries in which a Soul Echo can be located. The sanctuaries should be far enough from one another that the PCs will have to travel all over Valloren to reach each one, but not so far apart that their locations become predictable—for example, all along the coastlines or in every third sanctuary in a line. You can randomly assign them, but if you do, use the randomness as inspiration rather than edict. In particular, ensure the Echoes are distributed fairly evenly from west to east so that the PCs get to collect Echoes early in the campaign but end up relatively close to Horizon when they acquire the final one.

FILLING WILDERNESS HEXES

Start in any hex. You fill out the key map one region at a time by doing the following.

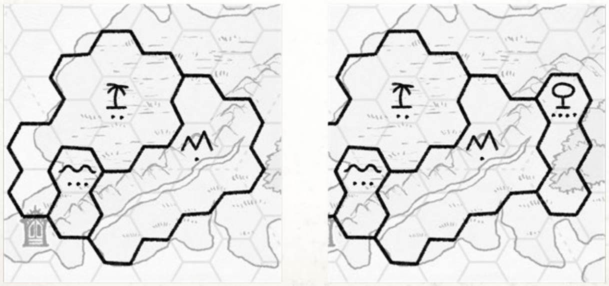
- Roll a **d20** to determine the region's **habitat** on the Habitat table.
- Roll a **d12** to determine the region's **size** (how many contiguous hexes the region covers). The shape of the region can be whatever you want, as long as you don't encircle empty hexes.
- Roll and add the results of a **d8** and **d6** to determine one type of **encounter** the party might face while traveling through the region, as shown on the Encounter table.
- Roll a **d4** to determine the **terrain** of the region on the Terrain table. This determines how many days it takes the party to travel into the hex (see the "Travel Days" section on page 176).
- Roll a **d100** to determine a **rumor** on the Rumors table that the party might hear about this region. You decide how true the rumor is and whether the PCs learn it.

Example Region Generation

GM Peter (he/him) is preparing for the next session and needs to generate a new region. He rolls the dice and gets the following results:

- **d20:** *11 (Forest)*
- **d12:** *3 (3 hexes)*
- **d8+d6:** *7+3 = 10 (Cult of the Two-Headed Coin)*
- **d4:** *4 (Extreme)*
- **d100:** *49 (An enormous clockwork machine lies half-buried.)*

Peter outlines 3 contiguous hexes, draws the forest symbol in one of the hexes, and adds four dots underneath the symbol to indicate the region's habitat and terrain. He decides that, because the region is relatively small and difficult to move through, the party might try to go around it—and he doesn't want to make it easy on them. So he lays out the region so it blocks the party's most direct path to the nearest sanctuary. As for the rumor about the clockwork machine, Peter decides that the machine is a relic of the Age of Wonder that the Cult is trying to locate; this gives them a reason to be there. Peter plans a combat using the Battle Point system from the core rulebook and reflavors Jagged Knife adversaries as cultists.



PETER ADDS THREE FOREST HEXES TO THE MAP.

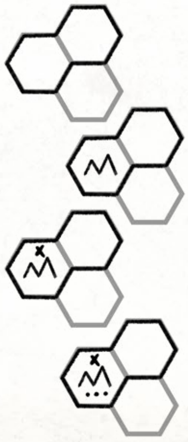
DICE TABLES FOR MAPPING WILDERNESS REGIONS

Habitat (d20)

This table describes the dominant habitat of a region, but many regions will contain a variety of different environments or biomes. Keep in mind that, due to the resurgence of terrana in Valloren, nature is wild and chaotic, and two radically different biomes can exist adjacent to each other or even intermingle in interesting ways. The scale of the hexes on Valloren's map means that you won't have to track the locations of average-sized lakes and rivers. Assume for the sake of the narrative that most regions have waterways and aquatic sub-areas that one would expect to find there based on habitat and terrain.

ROLL	HABITAT	
1	**Shadowblighted:** Roll again to determine which kind of habitat has been corrupted by fallen stars. If you roll another 1, the entire region has been completely overtaken and is nigh impossible to traverse.	⬡ ☠
2	**Underground:** Caves, mines, fungal forests	⌒
3–4	**Aquatic:** Lake, sea, reef, delta	ᴡ
5–6	**Wetland:** Swamp, marsh, bog, fen	≡
7–8	**Grassland:** Plains, veldt, savannah	|/
9–10	**Tropical:** Jungle, rainforest, mangrove	Ť
11–12	**Forest:** Deciduous, evergreen, coniferous	♀
13–14	**Drylands:** Desert, canyon, prairie, salt flat	Ψ
15–16	**Rolling:** Hills, chaparral, moor, heath	∼
17–18	**Mountain:** Plateau, montane, alpine	Λ
19	**Frozen:** Tundra, taiga, glacier	✳
20	**Badlands:** Volcano, crystalline, barren	⌇

USING HEX SYMBOLS



1) OUTLINE THE REGION.
THIS IS A 2-HEX REGION.

2) DRAW THE RELEVANT HABITAT SYMBOL IN ONE OF THE REGION'S HEXES.
THIS REGION'S HABITAT IS "MOUNTAIN."

3) IF THE REGION IS SHADOWBLIGHTED, ADD AN "✖" ABOVE THE SYMBOL.
THIS REGION IS SHADOWBLIGHTED.

4) PUT 1–4 "●" UNDER THE SYMBOL TO INDICATE THE TERRAIN RATING.
THIS REGION'S TERRAIN IS "ROUGH."

Encounter (d8 + d6)

These encounters are intended to raise the tension as the party journeys through the wilderness and reinforce the notion that, outside the sanctuaries, Valloren is a living, breathing, dangerous place. Because the following table uses two dice added together, the entries closer to the center are more likely. As always, use these entries as a jumping-off point for encounters and sequences that fit the narrative flow of the campaign and the preferences of your players.

ROLL	ENCOUNTER
2	Roll on this table twice and combine the resulting entries.
3	The party crosses paths with **fellow travelers**, such as pilgrims, merchants, or explorers.
4	The party suffers a **temporary setback**, such as a dead end, bad omen, spoiled rations, or damaged tools. *Optional: The GM gains a Fear for each PC.*
5	The **Seekers-in-Shadow** make their presence known, and the party must escape their grasp or stand and fight.
6	An **extreme weather** event occurs, such as an earthquake, a forest fire, a thunderstorm, or a blizzard.
7	The party faces **potential adversaries**, such as bandits, brigands, or mercenaries—or discovers warning signs of their recent activity.
8	The heroes find themselves in the lair or hunting grounds of a territorial **beast** or pack of creatures.
9	The heroes must overcome an **environmental hazard or obstacle**, such as a yawning chasm, rushing river, or quicksand.
10	The party encounters members of the **Cult of the Two-Headed Coin**, their agents, or signs of their recent activity.
11	The party discovers a **wondrous or dangerous site** worth exploring, such as a ruin of Old Valloren or a place of magical power.
12	The party gains a **bit of good fortune**, such as a shortcut, good omen, helpful resource, or lucky break. *Optional: Each PC gains a Hope.*
13	The party discovers a **settlement** or an **outpost**.
14	The party stumbles across a cache of **loot or treasure**.

Terrain (d4)

A hex's terrain determines how many days it takes the party to enter it. Generally, all hexes within a specific region have the same terrain rating, but you can alter this as you wish.

ROLL	TERRAIN
1	**Optimal:** Paved roads, stone highways, or raised paths allow swift and reliable travel. These routes are more heavily trafficked, increasing the chance of meeting merchants, patrols, or other fellow travelers. Moving into a hex with optimal terrain takes the party about 1 full day of traveling.
2	**Fair:** Beaten trade roads, caravan paths, or wilderness trails provide steady passage. Though slower than highways, they're dependable, with only modest risk of delay or misdirection. Moving into a hex with fair terrain takes the party about 2 full days of traveling.
3	**Rough:** Narrow tracks, game trails, or tangled undergrowth make for slow, uncertain travel. Travelers risk getting lost, straying into hazards, or encountering dangerous creatures. Moving into a hex with rough terrain takes the party about 3 full days of traveling.
4	**Extreme:** Cliff faces, quagmires, collapsing terrain, or trackless wilds push travelers to their limits. Progress is grueling, dangerous, and often impossible without climbing gear, strong magic, or sheer luck. Moving into a hex with extreme terrain takes the party about 4 full days of traveling.

JOURNEY TO HORIZON

Rumors (d100)

This table helps you generate an interesting hook for a region that you can use to flavor encounters or encourage PCs to explore New Valloren. Each hook is called a rumor because it could be any mixture of true or false—you decide. You also decide whether anyone in the party is actually aware of the rumor. If they are, consider how they might have come across it. They could have heard the rumor at the last sanctuary they rested in, bartered for information from a merchant they met on the road, or noticed something strange while traveling through the region.

ROLL	DESCRIPTION
01	Dire fauna and carnivorous flora two or three times their normal size live here.
02	A black obelisk hums with the sorrowful voices of missing travelers.
03	A beast of bone and shadow stalks old ruins, calling out in the voice of a child.
04	A village that once burned down reappears in the light of the full moon.
05	A ruined wizard's tower holds books about the long-ago, the never-was, and the soon-to-be.
06	Geysers of wild magic erupt arrhythmically—random effects surge when spells are cast nearby.
07	A caravan travels an endless circuit, trading memories instead of coin.
08	The local wildlife knows the secret and safe pathways through this region.
09	A crystal canyon hums with unstable psychic reverberations, invading dreams with unwanted visions.
10	A shadowblighted knight challenges travelers to mortal combat. His curse is laid on whomever slays him.
11	A bell tolls at midnight, though no source can be found.
12	Lights flicker in the windows of a drowned city.
13	A broken bridge leads to another time.
14	A harpist made of light appears at a crossroads and demands a song in exchange for safe passage.
15	A storm of shadowblight hunts travelers like a thinking beast.
16	The earthquakes here are echoes of a chained giant's nightmares.
17	A storm of embers perpetually drifts overhead.
18	A ring of laughing mushrooms shares secrets with anyone brave enough to enter it.
19	Everything here appears translucent, as though only half real.
20	Travelers hear lullabies sung by unseen mothers.
21	A cloaked figure pays gold for tales of grief—no one knows why.
22	A sword of living fire fell into the earth here. No one has yet been strong enough to pull it from the ground.
23	A new caravan route allows trade and safety in numbers.
24	Invisible, impenetrable barriers turn the landscape into a labyrinth.
25	Within a canyon, gravity fluctuates and inverts itself unpredictably.
26	A spring bubbles with ink that heals wounds but permanently stains anything it touches.
27	A living cavern tempts passersby with tales of treasure within.
28	A constellation of ghostly lanterns floats through the air in mesmerizing patterns.
29	A mage's tomb wanders the land on giant mechanical legs.
30	Cracks in the sky show a different set of stars.
31	A hunter claims to know a cure for shadowblight but asks a dangerous favor in exchange for it.
32	Oversized fruits and vegetables offer an abundance of food to be foraged.
33	Spectral armies made of clouds wage war in the sky.
34	The earth bleeds when wounded by picks or plows.
35	A quartz tower splits the light of dawn into separate bands of color.
36	A bridge of spider silk spans a bottomless chasm.
37	The friendly hermit who lives here knows when others will die.
38	The blood-red lake is filled with eels who grant wishes—that those who make them come to regret.
39	A curse of magical silence befell this place.
40	A candle here burned through the Long Sorrow, and burns still.
41	A castle made of bone appears only at twilight.
42	Every night, a shadowblighted battlefield vomits forth undead armies to fight each other.
43	A tree with the face of a man knows the secret weakness of every living thing.
44	A city has been locked in magical slumber since before the sanctuary walls came down.
45	A ghost ship sails across land instead of sea.
46	A lost friend, relative, or companion was supposedly seen here.

ROLL	DESCRIPTION
47	A meteor fell to earth and cracked open, leaking strange life.
48	A field of magnetic stone holds fast anything metal.
49	An enormous clockwork machine lies half-buried.
50	Faceless merchants run shadow-markets.
51	A child of glass wanders the wastes, seeking their missing parents.
52	A labyrinth of brambles regrows behind travelers.
53	A village celebrates births with coffins, not cradles.
54	There is a shortcut here not found on any map.
55	A dragon's hoard remains mysteriously undisturbed, though the dragon hasn't been seen since the sanctuaries opened.
56	A tower grows steadily taller each morning despite no sign of builders.
57	Weapons can't be drawn here.
58	These lands hold evidence of an enemy's weakness.
59	Alchemists come from far-off lands for this region's rare herbs, minerals, and other components.
60	Schools of goldfish swim through the air.
61	A blind shepherd tends to flocks of shadows instead of sheep.
62	Fire burns cold and blue here.
63	The path is protected by wards forged by a nameless saint.
64	A gallery of stone figures stands, each a thousand feet tall.
65	A black sun traces its course across the sky every hour.
66	A bridge of flesh groans and sighs beneath travelers' weight.
67	A tree bleeds golden sap that hardens into cursed jewels.
68	A chained serpent begs for release.
69	The trees uproot themselves and walk around at night.
70	A chained door built into the ground in the middle of nowhere rattles at night. No one knows what's trapped behind it.
71	Ancient ruins offer shelter and salvageable relics.
72	A spectral orchestra plays in a ruined amphitheater.
73	A storm of crystal shards scours the land clean as it drifts.
74	A child living here claims to have memories of Old Valloren.

ROLL	DESCRIPTION
75	A cemetery grows larger each night.
76	The moon weeps silver droplets that burn the ground.
77	A warrior in golden armor battles never-ending waves of shadowblighted beasts.
78	A songbird guards a nest filled with magic rings.
79	A ruined temple drags travelers into its dreams.
80	A rainbow hums with power. Some claim it can be walked on.
81	Two doors stand side by side: one leads to wealth beyond measure, the other to certain doom. No one knows which is which.
82	The road vanishes behind travelers as they walk it.
83	A ruin of shattered glass offers windows into other realms.
84	A mountain floats high above the ground, green lightning striking its peak.
85	A mysterious hunter born from the land ambushes trespassers with living arrows.
86	A river of liquid light runs through here.
87	A colossus sleeps here, often mistaken for a mountain.
88	A plague of paper-eating butterflies terrorizes this region.
89	A gargantuan skeleton carved with runes sprawls across the landscape.
90	A cursed shrine answers any question in exchange for a year of life.
91	A never-ending storm carries the voices of drowned sailors.
92	The flowers here bloom in response to the goddess Aurelia's name.
93	A herd of luminous beasts crosses the land in silence.
94	A meadow of glass flowers rings in the wind. If its music can be deciphered, it tells the future.
95	Soldiers made of sand appear in the morning but crumble when touched.
96	A tree bears glowing fruit that changes the age of anyone who consumes it.
97	A pool of tears cried by an Aurelian saint heals wounds but deepens despair.
98	A crown of ice lies within a frozen palace and whispers promises of conquest.
99	A lone cottage stands with shadowblight trailing out of its chimney and into the sky.
00	A comet hangs in the sky but never falls. Rival religious groups argue about its meaning.

DICE TABLES FOR CREATING SANCTUARIES

You can also generate sanctuaries by rolling a d20, a d12, two d10s, a d8, a d6, and a d4, then comparing the results to the tables below. As before, take what's useful from this process and leave the rest.

We recommend that you create each sanctuary prior to the session in which you expect the party to reach it—this way, you can prepare NPCs, factions, and plot hooks beforehand.

TRADE & EXPORTS (d20)

1	Farming
2	Herding, husbandry, or taming
3	Fishing, hunting, or trapping
4	Mining
5	Lumber or woodworking
6	Shipbuilding or sailing
7	Weaving, dyeing, or textiles
8	Smithing or jewelrymaking
9	Crafting specialty food or drink
10	Luxuries
11	Mechanical craft
12	Engineering
13	Entertainment or the arts
14	Specialty craft
15	Scholarship and knowledge
16	Religious service or instruction
17	Banking or finance
18	Merchant trade
19	Smuggling or illicit trade
20	Military

QUIRK (d12)

1	Colors and patterns with special meaning
2	Elaborate murals or public art forms
3	Strong oral tradition (e.g., myths, poetry)
4	Clockwork precision and scheduling
5	Belief in household spirits, sacred animals, or special charms and talismans
6	Harmless cultural taboo (for example, never use a person's given name)
7	Elaborate festivals with special masks or costumes
8	Inverted hierarchy where children make community decisions
9	Strange death and burial customs
10	Strict hygiene and cleanliness rules
11	Dialect unintelligible to outsiders
12	Body mods such as piercings or tattoos

CRISIS (d10)

1	Crime or banditry
2	Famine or drought
3	Disease or plague
4	Flood or fire
5	Political strife
6	Religious schism
7	Wild beasts or monsters
8	Curse or other magical disaster
9	Scarcity of a resource vital to key industry or trade
10	Hostile neighbors

DRIVE (d10)

1	Recognition or redemption
2	Holiness or religious purity
3	Preserving tradition
4	Security or protection
5	Scientific or magical achievement
6	Vendetta or rivalry
7	Prosperity or abundance
8	War or conquest
9	Survival or expansion
10	Knowledge or discovery

POLITICAL SYSTEM (d8)

1	Inherited leadership
2	Council of elders
3	Religious order
4	Military leader
5	Merchant guild
6	Family or clan assembly
7	Elected officials
8	Multiple (roll twice and combine)

SIZE (d6)

1	Isolated dwelling
2	Hamlet
3	Village
4	Small town
5	Large town
6	City

POPULATION (d4)

1	Sparse
2	Stable
3	Full
4	Crowded

EXAMPLE SANCTUARY CREATION

Roll the following dice:

- ***d20 (Trade & Exports):*** *9 ("Crafting specialty food or drink")*
- ***d12 (Quirk):*** *2 ("Elaborate murals or public art forms")*
- ***d10 (Crisis):*** *1 ("Crime or banditry")*
- ***d10 (Drive):*** *1 ("Recognition or redemption")*
- ***d8 (Political System):*** *5 ("Merchant guild")*
- ***d6 (Size):*** *5 ("Large town")*
- ***d4 (Population):*** *1 ("Sparse")*

From these results, you describe the sanctuary as a once-prosperous port city celebrated for its terrana-infused liquors and known for the gaudy and artistic murals distinguishing the various distributors' warehouses and ships from one another. During the Long Sorrow, however, many turned to crime as resources dried up. The merchant guild that once controlled the town became a cabal of cronies. Once the walls came down, many citizens left. The people who remain are trying to rebuild their home's reputation by discovering new distillations that rely on the resurgent terrana.

SETTLEMENT NAME (d100×2)

To generate a name for a settlement, sanctuary, or other location, roll a d100 twice and combine one element from each result.

ROLL	ELEMENT	ROLL	ELEMENT	ROLL	ELEMENT	ROLL	ELEMENT
01	Ale, All	**26**	Eld, Elder	**51**	Ill, Isle	**76**	Red, Rell
02	Arth, Earth	**27**	Fall, Fell	**52**	Ire, Iron	**77**	Rick, Rock
03	Ash, Axe(l)	**28**	Farm, Free	**53**	Kirk	**78**	Ridge, Ritter
04	Bane, Blain	**29**	Fen, Fin, Firth	**54**	Knock	**79**	River, Ren
05	Barrow, Berry, Bear	**30**	Ferry, Field	**55**	Law(n), Lane	**80**	Road, Roan
06	Beach, Beck, Black	**31**	Fold, Ford	**56**	Lee, Leigh	**81**	Roe, Row
07	Bog, Ball	**32**	Foot, Fort	**57**	Lone, Low	**82**	Shade, Shay
08	Bridge, Brook	**33**	Gard(en), Garth	**58**	Long, Lost	**83**	Shire, Shore
09	Burn, Burl	**34**	Gast, Ghost	**59**	Mark, Market	**84**	Silk, Sill
10	Bury, Borough	**35**	Gate, Gain	**60**	Marsh	**85**	Small, Shaw
11	Bush, Bun	**36**	Glass, Glist	**61**	Mead(ow)	**86**	Stoke, Stoat
12	Care, Craft	**37**	Glen, Glow	**62**	Mill, Mail	**87**	Straight, Strath
13	Cath, Cot, Cawd	**38**	Gold, Silver	**63**	Mint, Mist, Mast	**88**	Stream, Strain
14	Church, Churn	**39**	Gower, Gorm	**64**	Mon(t), Mount	**89**	Strong, Stone
15	Circle, Curry	**40**	Gray, Grove	**65**	Moor, Moss	**90**	Thorn(e), Thorp, Thane
16	Clair, Clear	**41**	Gully, Gil(l)	**66**	Oak, Ole	**91**	Tree, Trace
17	Cleft, Cliff	**42**	Ham, Hay	**67**	Pale, Pill	**92**	Up, Over
18	Cor(e), Curse	**43**	H(e)aven	**68**	Pen(na), Peel	**93**	Vale, Valley, Vain
19	Crag, Craig, Krieg	**44**	Head, Heath	**69**	Pike, Pest	**94**	Water, Waste, Wander
20	Croft, Cross	**45**	High, Hait	**70**	Plain, Plough	**95**	Well, Will
21	Crow(n), Castle	**46**	Hill, Hell	**71**	Port(er)	**96**	Wes(t), E(a)st, Nor(th), South
22	Dale, Down	**47**	Hollow, Hold	**72**	Quarter, Quay	**97**	Whisper, Wood
23	Dark, Dun, Dan	**48**	Holm, Home	**73**	Quill, Quip	**98**	White, With
24	Deep, Dire	**49**	Holy, Hope	**74**	Rath, Rasp	**99**	Wood, Wend
25	Ditch, Dyn	**50**	Hurst, Harm	**75**	Raven, Rook	**00**	Yard, Yarn, Yor

EXAMPLES:

- **1st Roll:** 44 - Head, Heath
- **2nd Roll:** 03 - Ash, Axe(l)
- **Name:** Axehead

- **1st Roll:** 14 - Church, Churn
- **2nd Roll:** 90 - Thorn(e), Thorp, Thane
- **Name:** Thorne's Church

- **1st Roll:** 28 - Farm, Free
- **2nd Roll:** 34 - Gast, Ghost
- **Name:** Frieghast

- **1st Roll:** 64 - Mon(t), Mount
- **2nd Roll:** 17 - Cleft, Cliff
- **Name:** Cliffmount

THORNE'S CHURCH
AXEHEAD
CLIFFMOUNT
FRIEGHAST

Tracking the Party's Location

The party tracks their movement with the player-facing map. This procedure assumes the PCs are capable wayfinders and trailblazers, so they know the contents of the hex they are in (their current hex) and any hex adjacent to it. If an adjacent hex contains a non-hidden point of interest, such as a tower, the PCs are usually aware of it as well. Altogether, this gives the players enough information to decide which way to proceed. As always, the GM decides how much information they convey to the players.

Travel Days

This system assumes that, on a full day traveling, the PCs...

1. Break camp, eat breakfast, and pack up shortly before sunrise.
2. Travel overland for about 6–8 hours.
3. Take a short break at midday to eat and get their bearings.
4. Travel overland for another 6–8 hours until about sundown.
5. Make camp, prepare and eat dinner, set a watch, and bed down for the night.

As needed, various party members scout ahead, forage or hunt, refill waterskins, repair gear, and keep watch. If you like, you can narrate or even roleplay these activities if your table finds it interesting, but you don't need to spend valuable table time describing or tracking these events.

Resting

This campaign frame doesn't require you to meticulously track rations or other supplies. Instead, travel moves at the pace of the story, and the party's resources are tracked via rests. Outside a sanctuary, the party can take only short rests, each of which represents an entire day spent in one location. Inside a sanctuary, the party can take a long rest, which represents multiple days recovering from hard travel and rough sleeping.

Keep in mind that the term "rest" has a specific mechanical meaning in Daggerheart. Within the fiction, the party still rests (in the colloquial sense) most nights they spend in the wilderness, but they don't gain the *mechanical* benefits of a short rest every time they go to sleep. There are very few creature comforts in the wilderness, and this means that travel wears the PCs down until they take a day off. This extended period allows for downtime moves.

The PCs can gain the benefits of a long rest only in a sanctuary because that is the only place they can feel safe, fully recuperate, and replenish their stock of any resources not plentiful in the wilderness. This essentially expands the standard Daggerheart adventuring rhythm—where a short rest represents an hour or so and a long rest represents a full night's sleep—to this campaign frame's scale of days, weeks, and months.

When the party takes three short rests in a row, their next rest must be a long rest (see page 105 of the core rulebook). Narratively, this limitation on short rests represents the party's inability to fully replenish their resources in the wilderness; the heroes can take a day off of traveling to repair their gear and rest their weary bodies, but there's only so many times one can stitch armor and field dress wounds before they need a few days inside civilization.

SPECIAL DOWNTIME MOVE: LOCATE SOUL ECHOES

In a Journey to Horizon campaign, the players gain access to an additional downtime move: Locate Soul Echoes. When a PC uses this downtime move, they commune with the Vessel and have the Echoes within "call out" to their sisters. The PC learns the direction (north, south, east, west, or a combination) of the nearest sanctuary with a Soul Echo at its shrine. At the GM's discretion, using this downtime move alerts nearby Seekers-in-Shadow of the Vessel's general direction as well.

Encounter Rolls

When the party enters a hex, roll a number of d6s equal to the hex's terrain rating. If any of the dice show a result of 1, activate an encounter you designed during region creation. Otherwise, you can spend a Fear to activate an encounter.

> ***Tip:*** *You can change the size of the dice you roll to reflect more dangerous (d4) or safer (d8) areas.*

The party can trigger more than one encounter in a single region. If this happens, either roll on the Encounter table to generate a new encounter in the moment or shift an encounter from a region that the party seems unlikely to pass through, then modify or reflavor it to suit the current situation.

Example: *The party enters an 8-hex alpine region with fair terrain. The GM, Peter, rolls 2d6 and gets a 4 and a 1, triggering an encounter. Peter runs the Mountain Chasm Traversal environment (9 on the Encounter table) he prepared before the session. After the encounter, the party moves into another hex with fair terrain, and Peter rolls 2d6; he rolls a 3 and a 5, so no encounter is triggered. When the party enters the next hex, Peter rolls two 1s, triggering an encounter. Peter recognizes that the party has already moved past the badlands region with a saloon encounter (13 on the Encounter table), so he reflavors the saloon to a ski chalet to match it with the alpine habitat of the party's current region.*

OPTIONAL RULE: ENDURANCE COUNTDOWNS

You can heighten the tension of traveling through the wilderness with this optional rule. At the end of a rest, each PC gains an Endurance Countdown (6). When the party enters a wilderness hex, each player rolls their Hope Die. If the result is equal to or lower than the value of their PC's Endurance Countdown, they mark a Stress. Otherwise, they tick down their Endurance Countdown. When a PC's Endurance Countdown triggers, they become *Vulnerable* until their next rest. At the start of a rest, all PCs' Endurance Countdowns end.

WHEN DISASTER LOOMS

It's possible that a party can be stuck in the wilderness with no short rests and all HP and Stress marked. As with a combat encounter that results in all PCs being defeated, it's up to the GM to decide how to proceed. Here are a few possibilities:

- The party's quest ends in failure. Discuss as a table what events unfold in the world of Valloren as a result.
- The party is lost forever, but the Vessel finds its way to a new band of heroes. The players create new characters who continue from where the previous party left off. If you decide that a significant amount of time has elapsed since the original party fell, discuss as a table what might have befallen the continent in the interim.
- The party is rescued by a friendly NPC or taken hostage by the enemy, and they most likely no longer have the Vessel. Decide what happened to it, then let the PCs figure out how to reacquire it.

Traveling over Water

Valloren is crisscrossed by a network of rivers and other waterways that can be traveled by boat. It's also surrounded by an ocean that can be traversed by ship. For simplicity's sake, traveling by water uses the same basic mechanics as overland travel, with the following changes and clarifications:

- **Rivers:** The party can travel across overland hexes if they acquire passage on a boat and the GM decides that there are navigable waterways in the hexes they wish to travel through. Moving **downstream** reduces the terrain rating of the hex the party enters by 1—so taking a boat downstream into a hex with rough terrain takes only 2 days instead of 3. Entering a hex by boat **upstream** takes an extra day.
- **Ocean:** The party can travel through ocean hexes if they acquire passage on a ship. When the party enters a new ocean hex, roll a **d4** to determine the weather they encounter:
    - On a 1, the party gets a **tailwind**, and entering the hex takes a day.
    - On a 2, they enjoy **fair weather**, and entering the hex takes 2 days.
    - On a 3, the party encounters **rough waters**, and entering the hex takes 3 days.
    - On a 4, the party encounters **extreme weather**, and entering the hex takes 4 days.

> ***Tip:*** *When the party travels by boat or ship, remember to describe how working the rigging, fording shallows, and performing other necessary jobs exhausts them.*

CHARACTER ADVANCEMENT

The party levels up each time they add a new Soul Echo to the Vessel of Light. Because there are nine Soul Echoes (in addition to the one they begin the campaign with) for the party to collect before delivering the Vessel to Horizon, the party will advance from level 1 to 10 over the course of the campaign.

DOOM TRACK

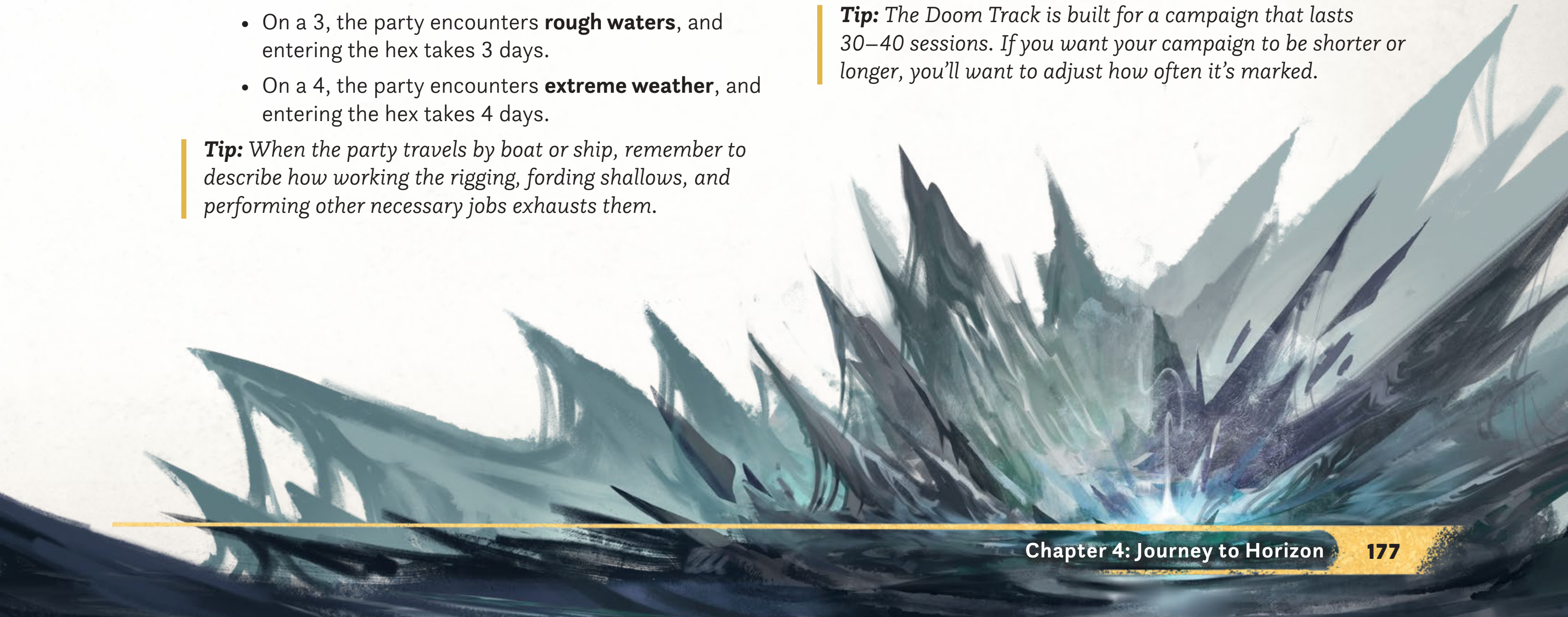
The Doom Track (available in the appendix or at www.daggerheart.com/downloads) represents the growing disasters that befall New Valloren if the party doesn't resurrect Aurelia. At the end of each session, mark a box in the party's tier or below. You can't mark a nested box until you mark the box it's nested under.

When you mark a box on the Doom Track, try to incorporate the connected event into the next session, but don't force it if it doesn't make sense. For instance, if you mark "A new settlement is overtaken by surging wilderness," and the party doesn't leave their current location during the next session, it probably makes more sense to wait until they embark on a journey into the wilderness. Each event should occur at least once after it's been marked, but that doesn't preclude it from happening multiple times as long as it doesn't get boring or predictable.

Where possible, you should choose an option that makes sense—for example, don't choose "Travelers trade stories of nearby Seeker sightings" if the party is deep inside a network of abandoned mines and you don't expect the PCs to interact with other travelers for a bit.

As your table's story develops, feel free to adjust how many boxes you mark at the end of a session. If the heroes discover a way to drive back the shadowblight or reignite faith in Aurelia along their journey, you can refrain from marking a box for one session to reflect the extra time the heroes have bought themselves. On the other hand, if the heroes travel too slowly or let evil expand without resistance (such as by allowing a sanctuary to fall to the Cult of the Two-Headed Coin), you can mark one or more additional boxes to reflect the growing despair taking hold in New Valloren.

> ***Tip:*** *The Doom Track is built for a campaign that lasts 30–40 sessions. If you want your campaign to be shorter or longer, you'll want to adjust how often it's marked.*



CAMPAIGN ADVERSARIES

This campaign includes two new features, "Shadowblighted" and "Terranamancer," which you can add to any adversary. The "Shadowblighted" feature empowers adversaries inside shadowblighted regions, while the "Terranamancer" feature showcases an adversary's command of terrana.

Shadowblighted - Passive: This adversary is corrupted by shadowblight; describe how this manifests in their form or demeanor. When encountered within a shadowblighted region or near a powerful source of shadowblight, this adversary critically succeeds on attacks on a die roll of 18–20.

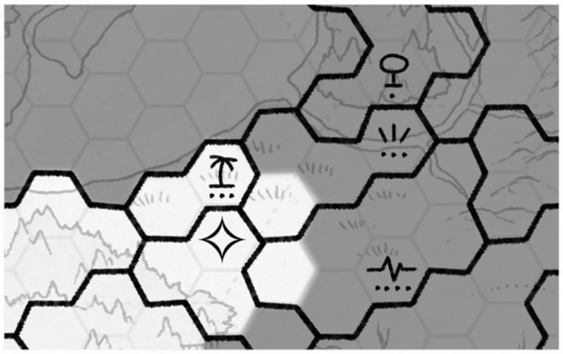
Terranamancer - Passive: This adversary can draw on terrana and use it to fuel magical effects. **Mark a Stress** to activate an effect based on the habitat of their current location (if an effect's damage roll uses the adversary's tier, roll the damage die a number of times equal to their tier and total the rolls):

- **Heat Spell (Desert, Salt Flats, Volcano):** The adversary exudes oppressive supernatural heat. Each target within Very Close range must succeed on an Instinct Reaction Roll. Targets who fail must mark a Stress and take **d6** direct magic damage using this adversary's tier.
- **Overgrowth Spell (Forest, Jungle):** This adversary unleashes a burst of branches, brambles, or vines in all directions. Each target within Close range must make an Agility Reaction Roll. Targets who fail take **d8** physical damage using this adversary's tier and are *Restrained* until they break free with a successful Strength Roll.
- **Wind Spell (Cliffs, Plains, Steppe):** A tornado surrounds this adversary. Each target within Close range must make a Strength Reaction Roll. Targets who fail take **d8** magic damage using this adversary's tier and are pushed up to Far range. Until this adversary takes damage, attack rolls against them have disadvantage.
- **Ice Spell (Alpine, Glacier, Tundra):** This adversary unleashes daggers of ice. Make an attack against each PC in front of this adversary within Close range. Targets they succeed against take **d10** magic damage using this adversary's tier and are *Frostbitten* until they spend a Hope to clear the condition. While *Frostbitten*, a PC gains a −1 penalty to their Proficiency.
- **Poison Spell (Moor, Swamp, Wetlands):** A cloud of toxic spores explodes from this adversary. Each PC within Close range must succeed on a Strength Reaction Roll or take **d6** direct magic damage using this adversary's tier and become *Nauseated* until they clear a HP. While *Nauseated*, a PC can't gain Hope.
- **Stone Spell (Canyon, Mountain, Badlands):** This adversary gains a bonus to their damage thresholds equal to their tier until they take Severe damage or use this feature again.
- **Water Spell (Riverlands, Sea):** This adversary unleashes a geyser or tidal wave. Make an attack against all targets within Very Close range. Targets they succeed against are pushed to Close range of where they were and mark a number of Stress equal to this adversary's tier.

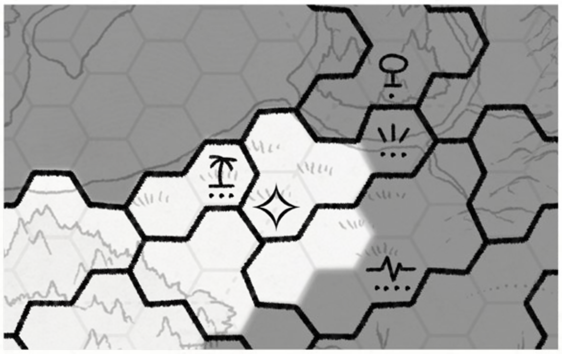
FULL GAMEPLAY EXAMPLE

Viggo, Mira, and Liv are playing in a campaign with Peter as their GM. They've just set out from the sanctuary of Foothold and intend to travel 10 hexes northeast to the sanctuary of Diremark, where they believe they might find a Soul Echo. Peter says that the hex directly to the northeast is rough plains (grassland with a terrain rating of 3) and the hex to the southeast is a sprawling field of gray stone pocked with rifts (badlands with a terrain rating of 4).

> ***Tip:*** *The following illustrations represent the party's current hex with a four-pointed star and obscure hexes they wouldn't see with a dark-gray "fog of war."*



The party decides to travel through the plains and spends 3 days traveling into the first adjacent hex (as the terrain is "rough," it takes 3 days to enter the hex). Peter describes the wind-rippled plains the party finds itself in, along with the cloud armies waging war in the sky (during prep, Peter rolled a 33 on the rumors table for this region). He then rolls 3d6 Encounter Dice—but none of them rolls a 1, so no encounter is triggered. Peter reveals the hexes adjacent to the party's new current hex.



The hexes to the north and northeast are part of the same rough plains region that the party is currently in. The new hex to the southeast is part of the same badlands region they saw before. The party decides to continue in the same direction and spends 3 more days traveling into the next hex.

FULL GAMEPLAY EXAMPLE (CONTINUED)

Peter rolls 3d6 Encounter Dice again (because the terrain rating of the hex the party is entering is also 3), and he rolls a 1, 1, and 6. Because at least one die rolled a 1, the party triggers an encounter when they enter the hex. Peter checks his prep from before the session and sees that the region contains a kindly hermit named Cristofero who lives in a simple stone hut and weaves special magical talismans from the tall, golden grasses that grow here (during prep, Peter rolled a 13 on the Encounter table for this region, which meant the encounter he created should feature a "settlement or outpost").

Peter tells the players that, as they enter this hex, they notice a small plume of blue smoke on the horizon. This is the smoke from Cristofero's chimney, but the players wouldn't know that yet. Liv is playing a Winged Sentinel seraph, so she asks Peter if she can fly up and see the source of the smoke. Peter says yes and asks Liv to make an Instinct Roll, since it seems like Liv's trying to perceive something. Liv rolls a 19 for a success with Fear; Peter takes a Fear token and describes what Liv sees: an elderly galapa doddering around a stone hut and bundling grasses. Because Liv rolled with Fear, however, Peter decides that by flying up high, Liv has attracted the attention of a flock of black birdlike creatures! This is actually the encounter that Peter had generated for the badlands region to the east—but it seems clear that the party is avoiding that area anyway, so Peter feels comfortable reusing that prep here.

Peter asks the players what they want to do: Stand and fight the approaching creatures? Hide from them? Head toward the elderly galapa's hut and risk drawing the birds to him?

The party decides to stand and fight, then plays through a combat against the bird creatures (Flock of Feather Fiends, which Peter previously statted up). The party dispatches the adversaries, but Liv marks multiple HP in the process and both Viggo and Mira's PCs mark Stress multiple times. The party could take a short rest to clear some of their HP and Stress, but they've already taken two short rests since their most recent long rest.

That means they won't be able to take any more short rests until they take a long rest—and they can do that only in a sanctuary. Liv checks the party's map to see how far they are from the nearest sanctuary: 7 hexes. Viggo asks Peter to describe the hexes adjacent to the party's current location. Peter tells them that the hex in a direct line toward the nearest sanctuary is part of the same grassland region they're currently in—so it has rough terrain (3)—but the hex to the north is a forest with optimal terrain (forest with a terrain rating 1).

What will the party do? Use their third short rest in a row and hope they can hold out until the next sanctuary? Try to take the direct route through the rough terrain hex, or move into the hex to the north and hope it reveals an easier route? Or perhaps investigate the doddering old galapa Liv spied before the party was attacked?

SESSION ZERO QUESTIONS

Ask your players any of these questions, or make your own.

- Your characters are all from Marrogate. How was that sanctuary shaped by the Long Sorrow? What roles did the PCs play there?
- What rumor has your character heard about another sanctuary? Who told them this story?
- What remnant of Old Valloren does your character hope survived the Long Sorrow? What do they fear they might find beyond the walls?
- What advice did Saraya give your party about nurturing and protecting the Vessel? What did she tell your characters about the ritual they'd have to perform when they reach Horizon?
- What does your character carry on their quest to remind them of the loved ones they left behind?

APPENDIX

This section contains additional information and reference sheets.

DOMAIN CARD REFERENCE

DREAD DOMAIN

BLIGHTING STRIKE

Level 1 Dread Spell

Recall Cost: 1

Make a **Spellcast Roll** against a target within Far range. On a success:

- On a roll with Hope, deal **d6+1** magic damage using your Proficiency. On a roll with Fear, deal **d10+1** magic damage using your Proficiency.
- The target's next successful attack deals half damage.

On a failure, you must spend a Hope or mark a Stress.

UMBRAL VEIL

Level 1 Dread Spell

Recall Cost: 1

Once per rest, you can **mark a Stress** to encase yourself in shadowy energy. When you do, place a number of tokens on this card equal to the number of Fear in the GM's pool. After an attack roll is made against you, you can spend any number of tokens to give the result a −1 penalty per token spent.

At the end of the scene, clear all unspent tokens.

VOICE OF DREAD

Level 1 Dread Spell

Recall Cost: 0

You can magically speak to a creature you can see, tormenting them with your words. Make a **Spellcast Roll** against them. On a success, they must mark a Stress and are frozen with terror, making them temporarily *Restrained*.

HIDEOUS RETRIBUTION

Level 2 Dread Spell

Recall Cost: 2

When an ally within Close range takes damage from a target you can see, you can make a reaction roll against the target using your Spellcast trait. On a success, **mark a Stress** to deal **d6** magic damage using your Proficiency.

SIPHON ESSENCE

Level 2 Dread Spell

Recall Cost: 1

Make a **Spellcast Roll** against a target within Very Close range. Once per long rest on a success, the target takes **d12+4** magic damage using your Proficiency. On a success with Fear, you gain a +1 bonus to your Proficiency for this attack.

You clear a number of Hit Points equal to the number of Hit Points the target marked from this attack.

SHARED TRAUMA

Level 3 Dread Spell

Recall Cost: 1

You can transfer suffering from one creature to another. Once per rest, mark any number of Hit Points on a willing creature within Melee range to clear an equal number of Hit Points on another willing creature within Melee range.

TERRIFY

Level 3 Dread Spell

Recall Cost: 1

Make a **Spellcast Roll** against a target within Close range. On a success, the target marks **1d4** Stress, and you can make the target flee one range away from you (such as Very Close to Close or Close to Far). On a success with Fear, the target also becomes temporarily *Vulnerable*.

CHAINS OF AFFLICTION

Level 4 Dread Spell

Recall Cost: 2

Mark 2 Stress to temporarily *Chain* a target within Close range. When a *Chained* creature deals damage, the target of their attack marks one fewer Hit Point than they normally would. You can't have more than one creature *Chained* at a time.

SUMMON HORROR

Level 4 Dread Spell

Recall Cost: 2

Once per scene, **mark a Stress** to summon an otherworldly creature that deals **d8+1** magic damage using your Spellcast trait to a target within Far range. If the target marks any Hit Points from this attack, they must succeed on a **Reaction Roll (12)** to steel themselves against the horror or mark an equal number of Stress.

After making the attack, the creature dissipates.

DIRE STRIKE

Level 5 Dread Spell

Recall Cost: 2

When a target marks any number of Hit Points from an attack you make, you can **spend a Hope** to drain power from them. The GM loses a Fear.

SPECTRAL MIST

Level 5 Dread Spell

Recall Cost: 0

Spend 2 Hope to conjure an eerie mist that turns you and allies of your choice within Close range momentarily incorporeal. While a creature is incorporeal, they can move through solid objects and are immune to physical damage. They become corporeal again after they pass through a solid object or make an action roll. Otherwise, this effect lasts until the end of the scene.

DARKFIRE

Level 6 Dread Spell

Recall Cost: 2

Once per scene, **spend any number of Hope** to target an equal number of adversaries within Close range. Each target makes a **Reaction Roll (15)**. Targets who fail take **d8+6** magic damage using your Spellcast trait as they are engulfed in dark fire. Targets who succeed take half damage.

JUMP SCARE

Level 6 Dread Spell

Recall Cost: 1

When you deal magic damage to a target, you can **mark a Stress** to teleport into Melee range with them. When you do, they are *Vulnerable* until they mark 1 or more Hit Points.

DREAD-TOUCHED

Level 7 Dread Ability

Recall Cost: 2

When 4 or more of the domain cards in your loadout are from the Dread domain, gain the following benefits:

- When you succeed with Fear, you can **mark 2 Stress** to prevent the GM from gaining a Fear.
- Once per rest when making an action roll, you can gain a bonus to the roll equal to the number of Fear in the GM's pool.

WALL OF HUNGER

Level 7 Dread Spell

Recall Cost: 2

Make a **Spellcast Roll (10)**. On a success, you can **spend a Hope** to create a visible wall of writhing necrotic energy between two points within Far range. The wall lasts until you mark a Hit Point or cast this spell again. A creature inside the wall when it appears or that passes through it must mark 2 Stress.

DARK ARMY

Level 8 Dread Spell

Recall Cost: 2

Make a **Spellcast Roll (14)**. Once per long rest on a success, you can summon fiends that surround and move with you. Place 8 tokens on this card. When you deal damage to a target within Very Close range, you can spend any number of tokens to add **1d8** for each token spent to your damage roll. Additionally, when you take damage, you can spend any number of tokens to reduce the damage by **1d8** for each token spent. Each time you spend a token, a fiend acts on your behalf, then disappears.

When you take a rest, clear all unspent tokens.

ELDRITCH FLESH

Level 8 Dread Spell

Recall Cost: 1

Gain a +1 bonus to your damage thresholds for each Stress you have marked.

Additionally, when you roll with Fear, you can **spend 2 Hope** to clear an Armor Slot.

DAMNATION

Level 9 Dread Spell

Recall Cost: 2

Make a **Spellcast Roll** against a target within Far range. On a success, **mark any number of Stress** to roll an equal number of **d20s**, dealing magic damage equal to the total result. If this attack defeats the target, all adversaries within Far range of the target must mark a Stress.

SAVOR THE ANGUISH

Level 9 Dread Ability

Recall Cost: 1

When an adversary within Close range takes Severe damage, you can clear a Stress.

AVATAR OF TERROR

Level 10 Dread Spell

Recall Cost: 2

Mark a Stress to transform into a creature fueled by fear. While in this form, you gain a **1d6** bonus to your damage rolls for each Fear in the GM's pool. Additionally, you gain a Hope when the GM spends a Fear to spotlight an adversary within Very Close range.

Before you make an action roll, you must spend a Hope. If you can't, you revert to your normal form.

INVOKE TORMENT

Level 10 Dread Ability

Recall Cost: 2

You deal double damage to targets that have all their Stress marked.

Additionally, when an adversary within Close range is defeated with all its Stress marked, you gain a Hope.

STARTING PRIMARY WEAPONS — PHYSICAL

Name	Trait	Range	Damage	Burden	Feature
Katana	Agility	Melee	d10+3 phy	Two-Handed	***Quick:*** When you make an attack, you can mark a Stress to target another creature within range.
Brass Knuckles	Strength	Melee	d8+1 phy	One-Handed	—
Scimitar	Presence	Melee	d8+1 phy	One-Handed	—
Twisted Dagger	Knowledge	Melee	d8 phy	One-Handed	***Piercing:*** Damage dealt with this weapon treats the target's Major threshold as having a −2 penalty.
Whipsword	Finesse	Very Close	d8 phy	One-Handed	***Versatile:*** This weapon can also be used with these statistics—Finesse, Melee, d10.
Rope Dart	Instinct	Close	d6+1 phy	Two-Handed	—

STARTING PRIMARY WEAPONS — MAGIC

Name	Trait	Range	Damage	Burden	Feature
Brightsword	Strength	Melee	d10+3 mag	Two-Handed	—
Shadowblade	Presence	Melee	d8 phy/mag	One-Handed	***Otherworldly:*** On a successful attack, you can deal physical or magic damage.
Enchanted Chakram	Finesse	Close	d6+1 mag	One-Handed	***Ricochet:*** When you throw this weapon, it returns to your hand. When you make an attack, you can mark a Stress to target another creature within Very Close range of the first target with that attack.
Casting Dagger	Instinct	Close	d6 mag	One-Handed	***Versatile:*** This weapon can also be used with these statistics—Instinct, Melee, d8.
Runelock Pistol	Knowledge	Far	d6+3 mag	One-Handed	***Reloading:*** After you make an attack, roll a d6. On a result of 1, you must mark a Stress to reload this weapon before you can fire it again.
Arcane Rifle	Agility	Very Far	d10+3 mag	Two-Handed	***Aimed:*** Your attack has disadvantage if the target is within Very Close range of you or within Melee range of one of your allies. You can mark a Stress to ignore this penalty.

STARTING SECONDARY WEAPONS

Name	Trait	Range	Damage	Burden	Feature
Hatchet	Agility	Melee	d8 phy	One-Handed	***Follow-Up:*** On a successful attack with your primary weapon within Melee range, you can mark a Stress to gain a +1 bonus to your Proficiency for this attack.
Offhand Brass Knuckles	Strength	Melee	d8 phy	One-Handed	***Paired:*** +2 to primary weapon damage to targets within Melee range
Throwing Knives	Finesse	Melee	d8 phy	One-Handed	***Stockpiled:*** You can throw this weapon within Close range by making an attack roll using Finesse. You don't have to retrieve it, as you always have another on hand.
Fighting Cloak	Presence	Melee	d4 phy	One-Handed	***Padded:*** +2 to damage thresholds
Rune Shield	Knowledge	Melee	d4 mag	One-Handed	***Protective:*** +1 to Armor Score
Focus Runes	Instinct	Very Close	d6 mag	One-Handed	***Focused:*** +1 to primary weapon damage to targets within Very Close range

STARTING ARMOR

Name	Base Thresholds	Base Score	Feature
Mage Robes	4 / 10	2	***Enchanted:*** Gain a bonus to your damage thresholds equal to your Spellcast trait.
Brigandine Armor	6 / 12	3	***Lined:*** Mark a Stress to negate Minor damage.
Scale Mail Armor	7 / 14	3	***Cumbersome:*** −1 to Finesse
Banded Armor	8 / 16	4	***Bulky:*** −1 to Evasion; when you take Severe damage, you must mark a Stress.

MARTIAL ARTIST

MARTIAL STANCES

Once per rest during a moment of calm, you can clear your mind and refocus your martial instincts. Clear your Focus track, then roll a number of **d6s** equal to your Instinct and gain Focus equal to the highest result rolled. You can hold a maximum of 6 Focus.

You can **spend a Focus** to shift into a known martial stance, gaining its effects until you take Severe damage, mark your last Hit Point, or shift into a different stance. Otherwise, you drop the stance and end its effects at the end of the scene.

FOCUS: ◇ | ◇ | ◇ | ◇ | ◇ | ◇

KNOWN TIER 1

- ○ ***Favored***: Gain a bonus to damage rolls equal to a trait of your choice.
- ○ ***Invigorating:*** On a successful attack, roll a **d4**. On a result of 4, gain a Focus.
- ○ ***Quick***: When you make an attack, you can **spend a Focus** or **mark a Stress** to target another creature within range with that attack.
- ○ ***Reliable***: Gain a +1 bonus to your attack rolls.

KNOWN TIER 2

- ○ ***Aggressive***: Gain a −1 penalty to your Evasion. On a successful attack, roll an additional damage die and discard the lowest result.
- ○ ***Anchored***: Gain a +2 bonus to your damage thresholds. While in this stance, you can’t be moved against your will.
- ○ ***Defensive***: Attack rolls targeting you from within Melee range have disadvantage unless the attacker marks a Stress to negate the disadvantage.
- ○ ***Otherworldly***: On a successful attack, you can deal physical or magic damage.

KNOWN TIER 3

- ○ ***Grappling:*** On a successful attack within Melee range, you can **spend a Focus** or **mark a Stress** to temporarily *Restrain* the target or throw the target up to Close range.
- ○ ***Scary***: On a successful attack, the target must mark a Stress.
- ○ ***Stable***: You can **spend a Focus** instead of an Armor Slot to reduce damage.
- ○ ***Vigilant***: When you are targeted by an attack, you can **mark a Stress** to gain a **d6** bonus to your Evasion against the attack.

KNOWN TIER 4

- ○ ***Crushing***: When you deal Severe damage, you can **spend a Hope** to force the target to mark an additional Hit Point.
- ○ ***Exacting***: When you roll a 1 on a damage die, you can treat it as the highest value on the die instead.
- ○ ***Honed***: **Spend a Focus** before you make an attack roll to gain a +1 bonus to your Proficiency for that attack.
- ○ ***Isolating***: Gain advantage on attack rolls when there are no other creatures within Very Close range of you or your target.

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REIGN OF THE WEREDRAGON

VILLAIN BUILDER

Cut out the prompts, fold them up, randomly select fifteen prompts, and place them on the table within reach of everyone participating. Go around the table, starting with the player to your left. On each player's turn, they grab a prompt, read it aloud, then answer the question. Other players may follow up with additional questions, though the player with the prompt doesn't need to answer them.

If the player chooses a prompt they would rather not answer, or would prefer somebody else answer instead, they can always pass it to that player or discard it from play. When there are no more prompts to answer, continue to character creation.

The queen once ordered the creation of something beautiful in her honor. What was it, and where does it now reside?

Forlorne holds an annual celebration in her own honor. What does she require from citizens during the event, and how are they punished if they refuse to comply?

What is a unique or unexpected part of Forlorne's appearance that affects how people view her?

Forlorne and one of the Knights of Whelvia are rumored to be having an affair. Who is the knight, and what are they known for?

What heinous acts has Forlorne imposed upon her citizens since becoming queen?

Forlorne recently quashed a small rebellion. Who led that effort, and what mistake did they make that led to their downfall?

Forlorne frequently visits a remote Whelvian village. Why do the locals believe she keeps coming back?

The queen's regime has taken many people from their homes. Why were these people chosen, and where does Forlorne send them?

The queen recently lost a close member of her royal court. Who were they, and how has she responded to their death?

What unique magical item is Forlorne rumored to seek? What are people afraid she'll do if she gets it?

What inoffensive item, symbol, or practice did Forlorne ban when she came to power? What is the punishment for those who are caught violating the ban?

What defensive systems are rumored to protect the fortress of Nwarlyth where Forlorne resides?

Who is the queen's most recently appointed royal advisor, and what aspect of the kingdom are they responsible for?

What is the Whelvians' nickname for Forlorne, and where did it come from?

The queen's favorite weapon once belonged to someone else. What is it, and who owned it previously?

Which Whelvian hero vocally supports Forlorne? How does she reward them?

What distinct markings, patterns, or features do Forlorne's weredrakes bear once she transforms them?

The queen has a childhood friend who's now a member of her court. Who are they, and what's strange about them?

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REIGN OF THE WEREDRAGON

VILLAIN BUILDER

What creature does the queen keep chained in her dungeon, and why does she keep it alive?

One member of Forlorne's royal court is treated differently from the others. Why is that, and how do the other nobles feel about it?

What trait or behavior of others brings out Forlorne's cruelty?

Forlorne recently destroyed something vital to many Whelvians. What happened, and who has been most affected?

What act of kindness did Forlorne recently commit? What controversy has come about because of it?

A foreign leader recently asked Forlorne for her hand in marriage, hoping to forge a powerful alliance. Who were they, and how did Forlorne respond?

Forlorne meets her sky seers in a very specific place. Where do they go, and why does she bring them there?

What symbol do followers of the queen use to identify themselves to one another?

Forlorne elevated someone to power who was an unexpected choice. Who are they, and why do people believe she chose them?

Forlorne recently killed a sky seer. What did this person see in the night sky that caused her to kill them?

Which criminal organization handles clandestine tasks for the queen?

What scandalous story is everyone telling from Forlorne's last grand ball?

Forlorne sometimes disappears from Whelvia for short stretches of time. Where do people say she goes?

Someone saved the queen's life. Who were they, and what happened?

Forlorne's castle contains a secret room that only she can access. What does she hide there?

What promises has Forlorne made to the people of Whelvia, and what, if any, action has she taken to fulfill them?

Forlorne is demonizing a specific community, blaming them for Whelvia's problems. Which community is it, and what has she tasked her knights to do in response?

What specific claims does the queen's most recent propaganda campaign make to her people?

What symbol do Whelvian rebels use to identify themselves to one another?

What new process has Forlorne implemented to dispatch those she deems criminal in Whelvia?

What did Forlorne say at her last widely attended speech? How did the audience react?

What is the queen's rumored vice, and where in Whelvia does she go to satisfy it?

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JOURNEY TO HORIZON
DOOM TRACK

The **Doom Track** represents growing disasters that befall New Valloren if the party doesn't resurrect Aurelia. At the end of each session, mark a box from the party's tier or below. You can't mark a nested box until you mark the box it's nested under.

TIER 1: DARK HARBINGERS

After you mark 5 boxes in this tier, when you gain Fear at the end of a long rest, you roll twice and take the higher result.

- ☐ Bandits and marauders harry travelers.
    - ☐ Tensions rise over contested resources.
    - ☐ A mysteriously empty sanctuary is discovered.
    - ☐ A sanctuary seals itself off once again.
- ☐ A new settlement is overtaken by surging wilderness.
    - ☐ Chimeric dire beasts reveal their presence.
    - ☐ Swarms of overgrown insects darken the sky.
    - ☐ Wild magic shatters magic and crumbles stone.
    - ☐ Terrana supercharges magic dangerously and unpredictably.
- ☐ A shadowblighted orchard turns to ash overnight.
    - ☐ Desiccated and blackened birds fall dead from the sky.
    - ☐ Shadowblighted echoes of lost loved ones appear.
- ☐ Travelers trade stories of Seeker sightings.
    - ☐ The party suffers visions of the Lovers' re-emergence.
    - ☐ An Aurelian shrine lies broken and desecrated.
    - ☐ The party finds signs of a Seeker.
    - ☐ The party finds remnants of a cult ritual.
    - ☐ A cultist spy tracks the party.
    - ☐ The Vessel attracts attention—and suspicion.

TIER 2: RISING THREATS

After you mark 5 boxes in this tier, when you generate a region and the result on the d20 is a 1, treat it as if you'd rolled 1 twice in a row.

- ☐ Roving bands of professional soldiers demand tribute at swordpoint.
    - ☐ A demagogue rises to power with promises of prosperity.
    - ☐ A noble demands fealty from their neighbors.
    - ☐ A prominent figure in the Aurelian Order persecutes the unfaithful.
    - ☐ Civilians are drafted in preparation for war.
- ☐ Chaotic weather kills the harvest.
    - ☐ Tidal waves and tornadoes batter Valloren.
    - ☐ Dire beasts and walking carnivorous plants attack.
    - ☐ A fungal plague spreads through the land.
    - ☐ Food stores are spoiled by pestilence.
    - ☐ The ground cracks open, releasing a toxic miasma.
- ☐ Shadowblight swamps a sanctuary, trapping its inhabitants.
    - ☐ A reservoir's water turns into tar.
    - ☐ Sorrowblighted humanoids emerge from hidden settlements.
- ☐ A Seeker crosses the party's path.
    - ☐ An irreplaceable repository of Old Valloren knowledge is destroyed.
    - ☐ Numerous Aurelian priests are slain in a coordinated attack.
    - ☐ A Seeker chases the party, forcing them to flee.
    - ☐ An enemy discovers the Vessel's true nature.

TIER 3: IMMINENT DESTRUCTION

After you mark 5 boxes in this tier, adversaries gain the following feature:

Dark-Hearted - Passive: **Spend a Fear** to give the adversary advantage on its next roll.

- ☐ War is declared, and each sanctuary is called to claim a side.
    - ☐ A sanctuary falls to internal strife.
    - ☐ A vast military force sweeps through the continent.
    - ☐ A sanctuary is besieged, then falls to military force.
- ☐ An explosion of verdant abundance renders regions impassable.
    - ☐ An ancient creature awakens from millennia of dreamless slumber.
    - ☐ Unleashed terrana drives people into animalistic fury.
    - ☐ Spellcasting triggers magical exhaustion.
    - ☐ Beasts of legend leave their lairs to terrorize the population.
- ☐ Color drains from the world.
    - ☐ Victims of the Long Sorrow crawl from their graves.
    - ☐ Entire fields, forests, jungles, and wetlands fall to rot.
    - ☐ Unrestrained shadowblight triggers inescapable despair.
- ☐ A Seeker corners the party, forcing them to fight.
    - ☐ A powerful personage reveals their Cult allegiance.
    - ☐ A defeated Seeker reappears with newfound abilities or allies.
    - ☐ An army of cultists sweeps across Valloren culling sanctuaries.
- ☐ The Vessel is lost or stolen.

TIER 4: FINAL CATACLYSM

Each time you mark a box from this tier, you gain a number of Fear equal to the number of marked boxes in this tier.

- ☐ A group of Seekers ambushes the party.
- ☐ Valloren is riven by an impassable mire of shadowblight.
- ☐ A tyrant claims the crown of Valloren.
- ☐ An assassin mortally wounds a party member.
- ☐ In pockets of reality, time warps and bends in on itself.
- ☐ A wave of wild magic sweeps across the continent, transforming everything it touches into overgrown, uncanny forms.
- ☐ Whole sanctuaries are terrorized by colossal agents of the earth, raging at its exploitation.
- ☐ The sky turns black forever, plunging Valloren into endless midnight.
- ☐ One by one, sanctuaries slip under the surface of an infinite sea of shadowblight.
- ☐ The veil of death is torn asunder, spewing shambling corpses and unclean spirits into the mortal realm.
    - ☐ The Lovers awaken and begin weaving the Second Sorrow.
        - ☐ The Vessel is destroyed.

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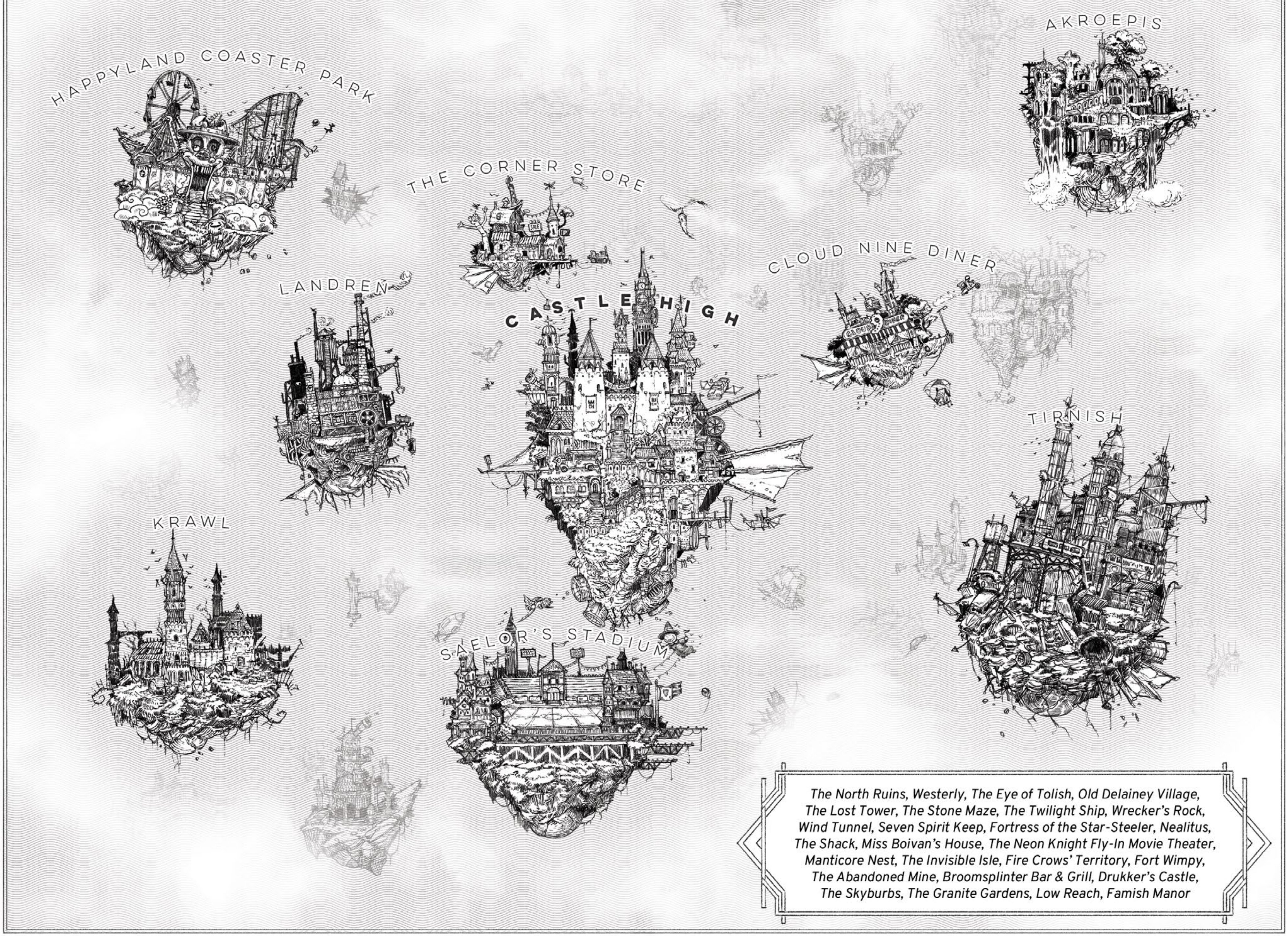
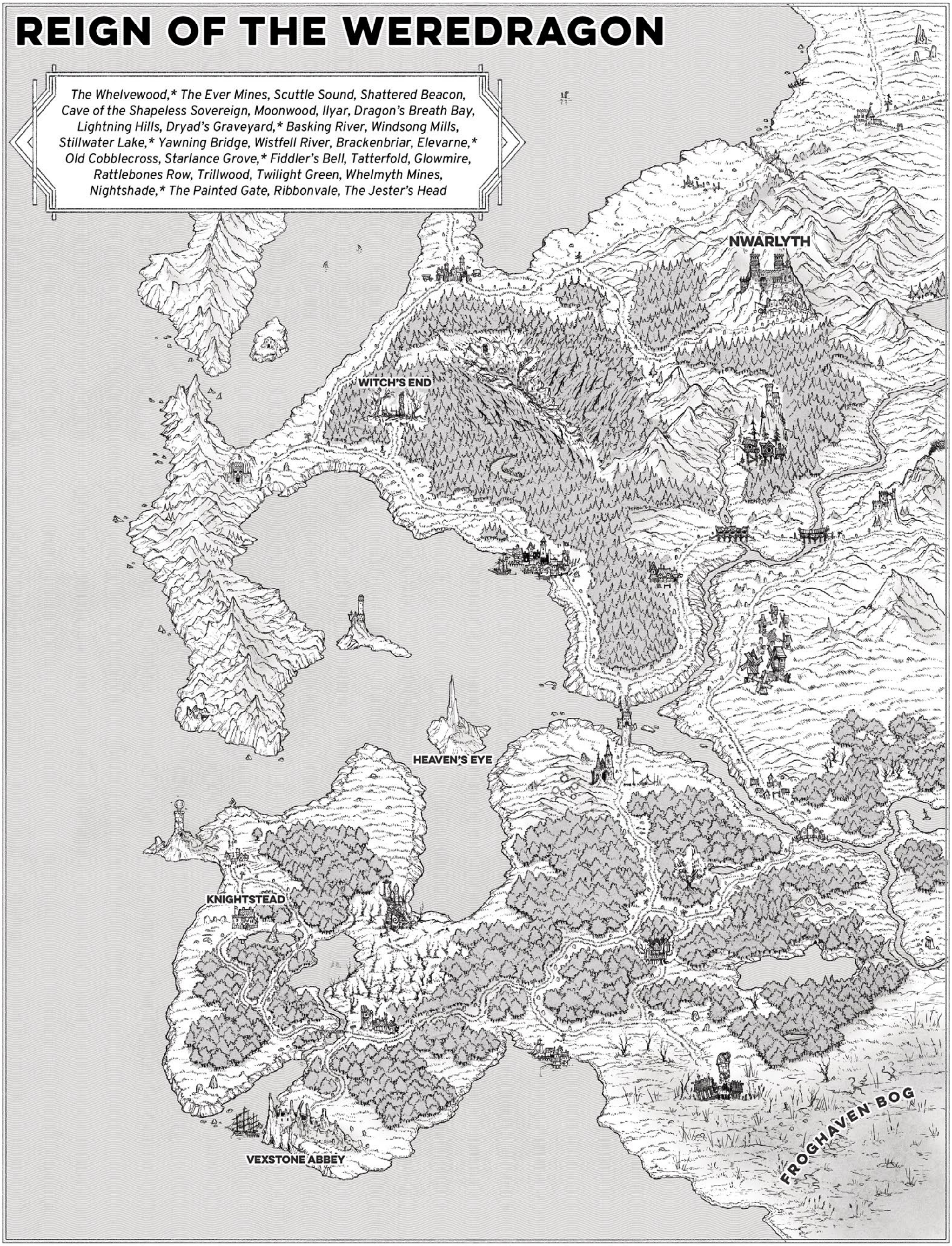
CASTLE HIGH


AKROEPIS
HAPPYLAND COASTER PARK
THE CORNER STORE
CLOUD NINE DINER
LANDREN
CASTLE HIGH
TIRNISH
KRAWL
SAELOR'S STADIUM

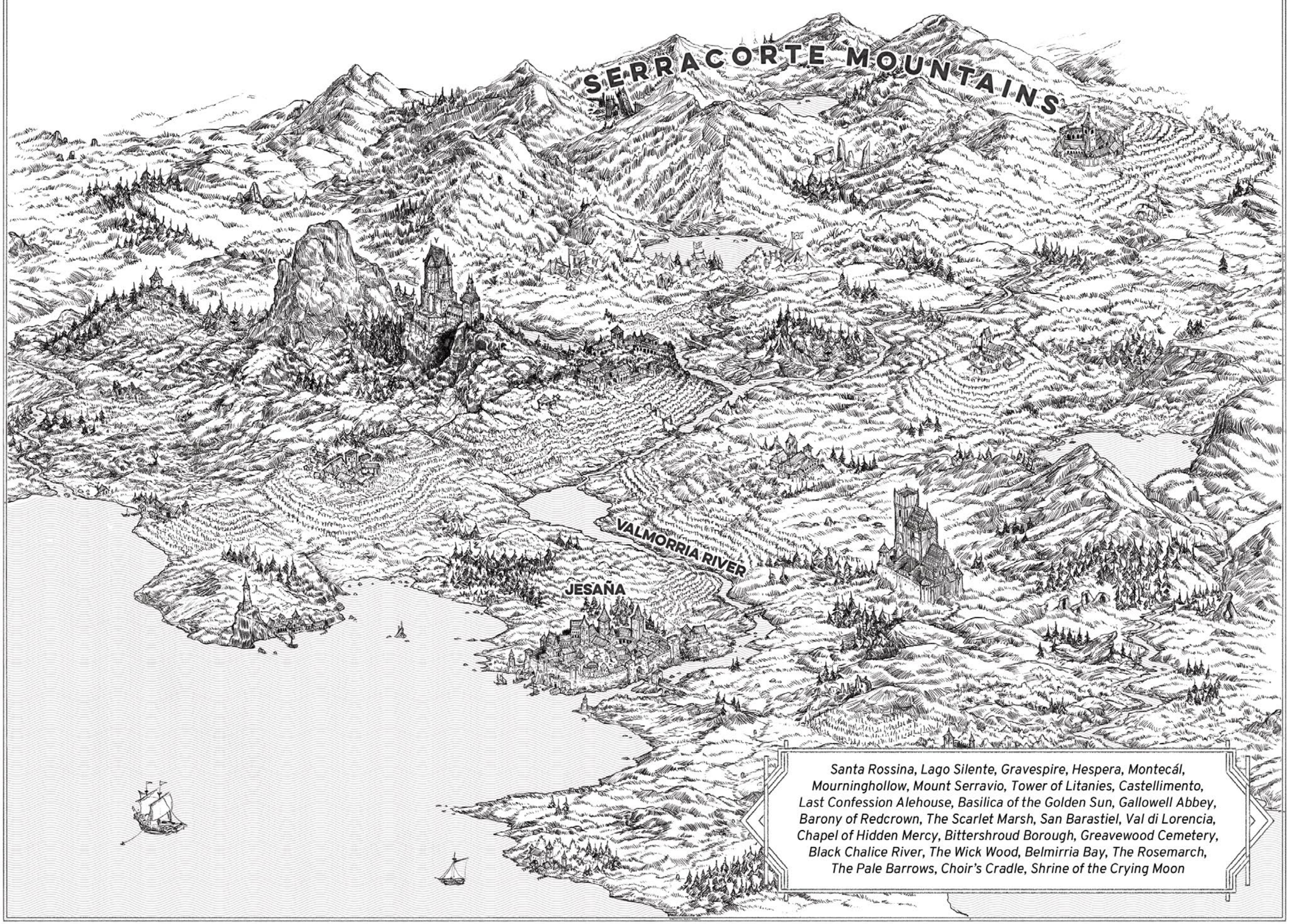
The North Ruins, Westerly, The Eye of Tolish, Old Delainey Village, The Lost Tower, The Stone Maze, The Twilight Ship, Wrecker's Rock, Wind Tunnel, Seven Spirit Keep, Fortress of the Star-Steeler, Nealitus, The Shack, Miss Boivan's House, The Neon Knight Fly-In Movie Theater, Manticore Nest, The Invisible Isle, Fire Crows' Territory, Fort Wimpy, The Abandoned Mine, Broomsplinter Bar & Grill, Drukker's Castle, The Skyburbs, The Granite Gardens, Low Reach, Famish Manor

REIGN OF THE WEREDRAGON

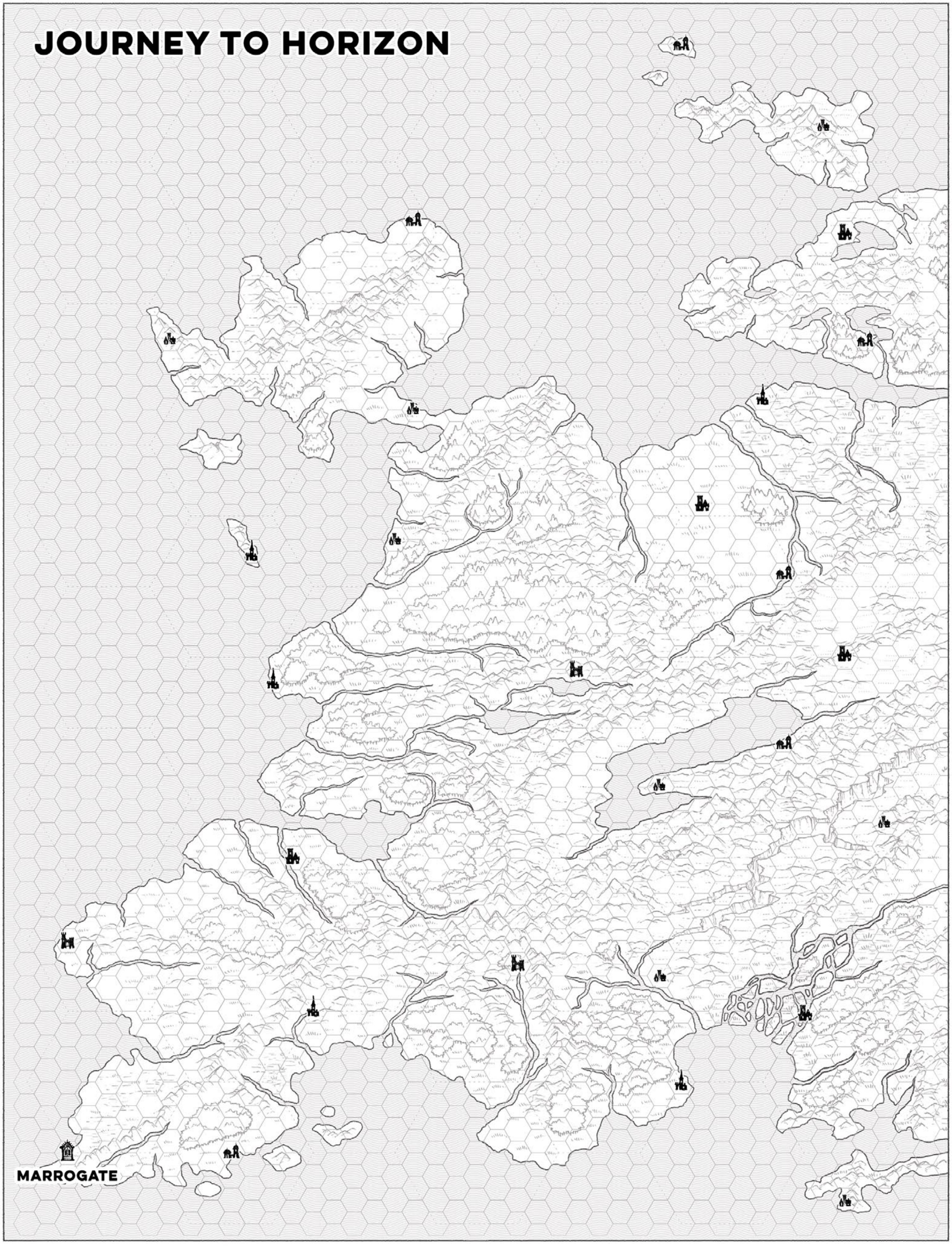
The Whelvewood, The Ever Mines, Scuttle Sound, Shattered Beacon, Cave of the Shapeless Sovereign, Moonwood, Ilyar, Dragon's Breath Bay, Lightning Hills, Dryad's Graveyard,* Basking River, Windsong Mills, Stillwater Lake,* Yawning Bridge, Wistfell River, Brackenbriar, Elevarne,* Old Cobblecross, Starlance Grove,* Fiddler's Bell, Tatterfold, Glowmire, Rattlebones Row, Trillwood, Twilight Green, Whelmyth Mines, Nightshade,* The Painted Gate, Ribbonvale, The Jester's Head*

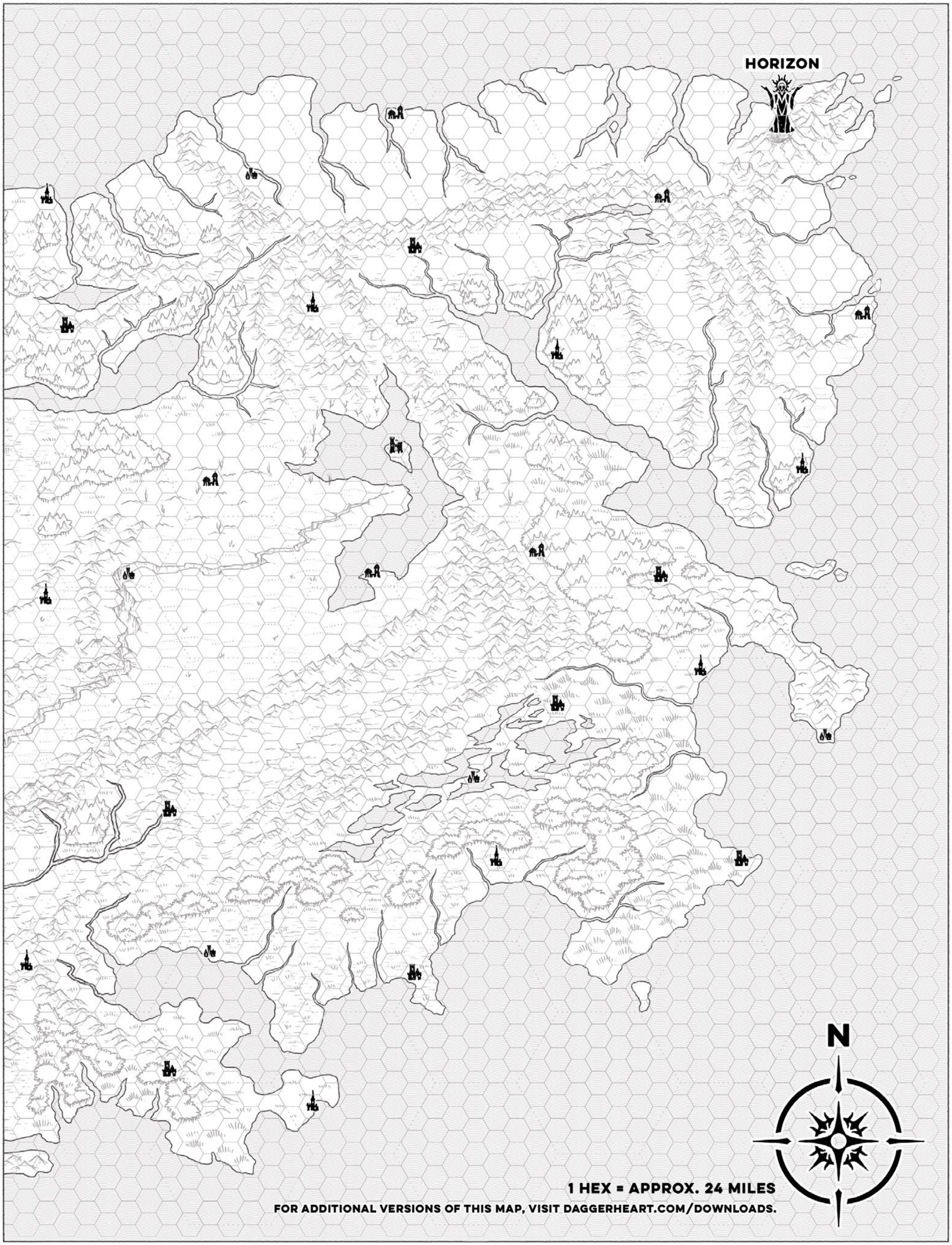

NWARLYTH
WITCH'S END
HEAVEN'S EYE
KNIGHTSTEAD
VEXSTONE ABBEY
FROGHAVEN BOG

DARK HEART OF ANDALURIA


SERRACORTE MOUNTAINS
VALMORRIA RIVER
JESAÑA
Santa Rossina, Lago Silente, Gravespire, Hespera, Montecál,
Mourninghollow, Mount Serravio, Tower of Litanies, Castellimento,
Last Confession Alehouse, Basilica of the Golden Sun, Gallowell Abbey,
Barony of Redcrown, The Scarlet Marsh, San Barastiel, Val di Lorencia,
Chapel of Hidden Mercy, Bittershroud Borough, Greavewood Cemetery,
Black Chalice River, The Wick Wood, Belmirria Bay, The Rosemarch,
The Pale Barrows, Choir's Cradle, Shrine of the Crying Moon

JOURNEY TO HORIZON

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N
1 HEX = APPROX. 24 MILES

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Sawtoothed Gillbeast *68*
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Vast Desert *106*

SPELL

BLIGHTING STRIKE

Make a **Spellcast Roll** against a target within Far range. On a success:

- On a roll with Hope, deal **d6+1** magic damage using your Proficiency. On a roll with Fear, deal **d10+1** magic damage using your Proficiency.
- The target's next successful attack deals half damage.

On a failure, you must spend a Hope or mark a Stress.

Arturo Gutiérrez González

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SPELL

UMBRAL VEIL

Once per rest, you can **mark a Stress** to encase yourself in shadowy energy. When you do, place a number of tokens on this card equal to the number of Fear in the GM's pool. After an attack roll is made against you, you can spend any number of tokens to give the result a −1 penalty per token spent.

At the end of the scene, clear all unspent tokens.

Laura Galli

DH HF 044/063 | Daggerheart © Darrington Press 2026

SPELL

VOICE OF DREAD

You can magically speak to a creature you can see, tormenting them with your words. Make a **Spellcast Roll** against them. On a success, they must mark a Stress and are frozen with terror, making them temporarily *Restrained*.

Laura Galli

DH HF 045/063 | Daggerheart © Darrington Press 2026

SPELL

HIDEOUS RETRIBUTION

When an ally within Close range takes damage from a target you can see, you can make a reaction roll against the target using your Spellcast trait. On a success, **mark a Stress** to deal **d6** magic damage using your Proficiency.

Cybercatbug

DH HF 046/063 | Daggerheart © Darrington Press 2026

SPELL

SIPHON ESSENCE

Make a **Spellcast Roll** against a target within Very Close range. Once per long rest on a success, the target takes **d12+4** magic damage using your Proficiency. On a success with Fear, you gain a +1 bonus to your Proficiency for this attack.

You clear a number of Hit Points equal to the number of Hit Points the target marked from this attack.

Jenny Tan

DH HF 047/063 | Daggerheart © Darrington Press 2026

SPELL

SHARED TRAUMA

You can transfer suffering from one creature to another. Once per rest, mark any number of Hit Points on a willing creature within Melee range to clear an equal number of Hit Points on another willing creature within Melee range.

Kristina Gehrmann

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SPELL

TERRIFY

Make a **Spellcast Roll** against a target within Close range. On a success, the target marks **1d4** Stress, and you can make the target flee one range away from you (such as Very Close to Close or Close to Far). On a success with Fear, the target also becomes temporarily *Vulnerable*.

Ilya Royz

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SPELL

CHAINS OF AFFLICTION

Mark 2 Stress to temporarily *Chain* a target within Close range. When a *Chained* creature deals damage, the target of their attack marks one fewer Hit Point than they normally would. You can't have more than one creature *Chained* at a time.

Reiko Murakami

DH HF 050/063 | Daggerheart © Darrington Press 2026

SPELL

SUMMON HORROR

Once per scene, **mark a Stress** to summon an otherworldly creature that deals **d8+1** magic damage using your Spellcast trait to a target within Far range. If the target marks any Hit Points from this attack, they must succeed on a **Reaction Roll (12)** to steel themselves against the horror or mark an equal number of Stress.

After making the attack, the creature dissipates.

Daarken

DH HF 051/063 | Daggerheart © Darrington Press 2026

5

2

SPELL

DIRE STRIKE

When a target marks any number of Hit Points from an attack you make, you can **spend a Hope** to drain power from them. The GM loses a Fear.

Arturo Gutiérrez González

DH HF 052/063 | Daggerheart © Darrington Press 2026

5

0

SPELL

SPECTRAL MIST

Spend 2 Hope to conjure an eerie mist that turns you and allies of your choice within Close range momentarily incorporeal. While a creature is incorporeal, they can move through solid objects and are immune to physical damage. They become corporeal again after they pass through a solid object or make an action roll. Otherwise, this effect lasts until the end of the scene.

Kristina Gehrmann

DH HF 053/063 | Daggerheart © Darrington Press 2026

6

2

SPELL

DARKFIRE

Once per scene, **spend any number of Hope** to target an equal number of adversaries within Close range. Each target makes a **Reaction Roll (15)**. Targets who fail take **d8+6** magic damage using your Spellcast trait as they are engulfed in dark fire. Targets who succeed take half damage.

Maciej Wojtala

DH HF 054/063 | Daggerheart © Darrington Press 2026

6

1

SPELL

JUMP SCARE

When you deal magic damage to a target, you can **mark a Stress** to teleport into Melee range with them. When you do, they are *Vulnerable* until they mark 1 or more Hit Points.

Tamara Osborn

DH HF 055/063 | Daggerheart © Darrington Press 2026

7

2

ABILITY

DREAD-TOUCHED

When 4 or more of the domain cards in your loadout are from the Dread domain, gain the following benefits:

- When you succeed with Fear, you can **mark 2 Stress** to prevent the GM from gaining a Fear.
- Once per rest when making an action roll, you can gain a bonus to the roll equal to the number of Fear in the GM's pool.

Ilya Royz

DH HF 056/063 | Daggerheart © Darrington Press 2026

7

2

SPELL

WALL OF HUNGER

Make a **Spellcast Roll (10)**. On a success, you can **spend a Hope** to create a visible wall of writhing necrotic energy between two points within Far range. The wall lasts until you mark a Hit Point or cast this spell again. A creature inside the wall when it appears or that passes through it must mark 2 Stress.

Juan Salvador Almencion

DH HF 057/063 | Daggerheart © Darrington Press 2026

8

2

SPELL

DARK ARMY

Make a **Spellcast Roll (14)**. Once per long rest on a success, you can summon fiends that surround and move with you. Place 8 tokens on this card. When you deal damage to a target within Very Close range, you can spend any number of tokens to add **1d8** for each token spent to your damage roll. Additionally, when you take damage, you can spend any number of tokens to reduce the damage by **1d8** for each token spent. Each time you spend a token, a fiend acts on your behalf, then disappears.

When you take a rest, clear all unspent tokens.

Jenny Tan

DH HF 058/063 | Daggerheart © Darrington Press 2026

8

1

SPELL

ELDRITCH FLESH

Gain a +1 bonus to your damage thresholds for each Stress you have marked.

Additionally, when you roll with Fear, you can **spend 2 Hope** to clear an Armor Slot.

Eliot Baum

DH HF 059/063 | Daggerheart © Darrington Press 2026

9

2

SPELL

DAMNATION

Make a **Spellcast Roll** against a target within Far range. On a success, **mark any number of Stress** to roll an equal number of **d20s**, dealing magic damage equal to the total result. If this attack defeats the target, all adversaries within Far range of the target must mark a Stress.

Mat Wilma

DH HF 060/063 | Daggerheart © Darrington Press 2026

DREAD DOMAIN

SAVOR THE ANGUISH

When an adversary within Close range takes Severe damage, you can clear a Stress.

Katerina Ladon

DH HF 061/063 | Daggerheart © Darrington Press 2026

AVATAR OF TERROR

Mark a Stress to transform into a creature fueled by fear. While in this form, you gain a **1d6** bonus to your damage rolls for each Fear in the GM's pool. Additionally, you gain a Hope when the GM spends a Fear to spotlight an adversary within Very Close range.

Before you make an action roll, you must spend a Hope. If you can't, you revert to your normal form.

Reiko Murakami

DH HF 062/063 | Daggerheart © Darrington Press 2026

10
2
ABILITY

INVOKE TORMENT

You deal double damage to targets that have all their Stress marked.

Additionally, when an adversary within Close range is defeated with all its Stress marked, you gain a Hope.

Tamara Osborn

DH HF 063/063 | Daggerheart © Darrington Press 2026

ASSASSIN SUBCLASSES

EXECUTIONERS GUILD

Foundation

SPELLCAST TRAIT: AGILITY

First Strike: The first time in a scene you succeed on an attack, you deal double damage.

Ambush: Your "Marked for Death" feature uses **d6s** instead of d4s.

Mat Wilma

DH HF 001/063 | Daggerheart © Darrington Press 2026

EXECUTIONERS GUILD

Specialization

Death Strike: When you deal Severe damage to a creature, you can **mark a Stress** to force them to mark an additional Hit Point.

Scorpion's Poise: You gain a +2 bonus to your Evasion against attacks made by a creature you've *Marked for Death.*

Mat Wilma

DH HF 002/063 | Daggerheart © Darrington Press 2026

EXECUTIONERS GUILD

Mastery

True Strike: Once per long rest when you fail an attack, you can **spend a Hope** to make it a success instead.

Backstab: Your "Marked for Death" feature uses **d8s** instead of d6s.

Mat Wilma

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POISONERS GUILD

Foundation

SPELLCAST TRAIT: KNOWLEDGE

Toxic Concoctions: **Mark a Stress** to place **1d4+1** tokens on this card. When you make a successful weapon attack, you can spend a token to afflict the target with a poison. You know these poisons:

- ***Ghost Petal:*** The target becomes temporarily *Vulnerable.*
- ***Grave Spore:*** The target must also mark a Stress.
- ***Leech Weed:*** You deal an extra **1d6** damage on this attack.

When you take a long rest, clear all unspent tokens.

Cybercatbug

DH HF 004/063 | Daggerheart © Darrington Press 2026

POISONERS GUILD

Specialization

Poison Compendium: You also know these poisons:

- ***Midnight Vine:*** The target has disadvantage on attack rolls until it marks a Stress to clear this condition.
- ***Gorgon Root:*** The target becomes temporarily *Restrained.*

Twin Fang: When you afflict a target *Marked for Death* with a poison you know, you can spend an additional token to also inflict the effect of a second poison you know.

Cybercatbug

DH HF 005/063 | Daggerheart © Darrington Press 2026

POISONERS GUILD

Mastery

Venomancer: You also know these poisons:

- ***Blight Seed:*** The target gains a −3 penalty to their damage thresholds until the end of the scene. This effect can't stack.
- ***Fear Leaf:*** You deal extra damage equal to the result of your Fear Die on this attack.
- ***Corpse Thorn:*** The target gains disadvantage on reaction rolls until the end of the scene.

Adder's Blessing: You are immune to poisons and other toxins.

Cybercatbug

DH HF 006/063 | Daggerheart © Darrington Press 2026

JUGGERNAUT

Foundation

Rugged: Gain a permanent +3 bonus to your Severe damage threshold.

Overwhelm: When you succeed on an attack against a target, you can **spend a Hope** to throw the target within Close range or to force them to mark a Stress.

Bear Frymire DH HF 007/063 | Daggerheart © Darrington Press 2026

JUGGERNAUT

Specialization

Surrounded: When you make an attack with a Melee weapon, you can **spend any number of Hope** to target an equal number of additional creatures within Melee range.

Eye for an Eye: Once per rest when an adversary within Melee range forces you to mark any number of Hit Points, you can **mark a Stress** to force them to mark the same number of Hit Points.

Bear Frymire DH HF 008/063 | Daggerheart © Darrington Press 2026

JUGGERNAUT

Mastery

Pummeljoy: When you critically succeed on a Melee weapon attack, you gain an additional Hope, clear an additional Stress, and gain a +1 bonus to your Proficiency for that attack.

Not Done Yet: When you take Severe damage, you can gain a Hope or clear a Stress.

Bear Frymire DH HF 009/063 | Daggerheart © Darrington Press 2026

MARTIAL ARTIST

Foundation

Stance Fighter: You can channel your inner resolve to shift into martial stances that grant you special benefits in combat.

Take the Martial Stances sheet and choose two martial stances from Tier 1. Each time you level up your character, choose an additional stance from your tier or lower.

Jenny Tan DH HF 010/063 | Daggerheart © Darrington Press 2026

MARTIAL ARTIST

Specialization

Keen Defenses: When you're targeted by an attack, you can **spend a Focus** to gain a bonus to your Evasion equal to your tier against the attack.

Focus Cannon: **Spend a Focus** to make an Instinct Roll against an adversary within Far range. On a success, deal **d20+3** magic damage using your Proficiency.

Jenny Tan DH HF 011/063 | Daggerheart © Darrington Press 2026

MARTIAL ARTIST

Mastery

Limit Breaker: Once per rest, you can perform an unbelievable feat of athletic prowess, such as running across water, leaping between distant rooftops, or scaling a building without needing to roll. When you do, gain a Hope and clear a Stress.

Flow State: You can **mark a Stress** instead of spending a Focus to shift into a different stance. Additionally, you can **spend a Focus** instead of marking a Stress to start a combo strike.

Jenny Tan DH HF 012/063 | Daggerheart © Darrington Press 2026

PACT OF THE ENDLESS

Foundation

SPELLCAST TRAIT: PRESENCE

Patron's Mantle: **Spend a Favor** to cloak yourself in a terrifying aspect of your Patron that lasts until you take Severe damage or the scene ends. While this effect is active, you gain a bonus to your damage thresholds equal to your tier and have advantage on action rolls to intimidate a target.

Deathless Embrace: Once per rest, **spend any number of Favor** to roll an equal number of Patron Dice. For each result of 4 or higher, clear a Hit Point.

Daarken DH HF 013/063 | Daggerheart © Darrington Press 2026

PACT OF THE ENDLESS

Specialization

Harrowing Invocation: When an adversary targets you or an ally within Very Close range with an attack, you can **spend a Favor** to give them disadvantage on the roll. If the adversary fails the roll, they must also mark a Stress.

Damage Sink: Once per rest, you can **spend a Favor** to halve incoming damage.

Daarken DH HF 014/063 | Daggerheart © Darrington Press 2026

PACT OF THE ENDLESS

Mastery

Dark Aegis: Once per long rest when you would take damage, you can **spend a Favor** instead of marking Hit Points.

Draining Bane: When an adversary targets you or an ally within Very Close range with an attack, you can **spend a Favor** to *Drain* them. When you do, they must mark a Stress, and you can clear a Stress. While *Drained,* the target uses a **d12** instead of a d20 for attack rolls (including for advantage or disadvantage) until they fail a roll.

Daarken DH HF 015/063 | Daggerheart © Darrington Press 2026

WARLOCK SUBCLASSES

PACT OF THE WRATHFUL

Foundation

SPELLCAST TRAIT: PRESENCE

Patron's Fury: **Spend a Favor** to imbue your attacks with your Patron's power until you deal Severe damage or the scene ends. When you roll damage while this effect is active, you also roll a number of Patron Dice equal to your tier and add their total to the damage dealt.

Deadly Vengeance: When you mark any number of Hit Points from an attack, you can **spend a Favor** to roll an equal number of Patron Dice. For each result of 4 or higher, the attacker marks a Hit Point.

Letícia Freitas

DH HF 016/063 | Daggerheart © Darrington Press 2026

PACT OF THE WRATHFUL

Specialization

Menacing Reach: **Spend a Favor** to increase the range of your primary weapon by one step (such as Melee to Very Close or Very Close to Close) to a maximum of Very Far range. This effect ends when you make a successful attack with that weapon.

Diminish My Foes: When you succeed with Hope on an action roll against a target, you can **spend any number of Favor** to force the target to mark an equal number of Stress.

Letícia Freitas

DH HF 017/063 | Daggerheart © Darrington Press 2026

PACT OF THE WRATHFUL

Mastery

Fearsome Attack: **Spend a Favor** to reroll any number of your damage dice. You can continue spending Favor to use this feature on the same damage roll.

Otherworldly Ire: Once per rest when you take damage, you can **spend any number of Favor** to roll that many Patron Dice and target a number of creatures within Close range equal to the highest result. Each target must mark a Hit Point.

Letícia Freitas

DH HF 018/063 | Daggerheart © Darrington Press 2026

WITCH SUBCLASSES

HEDGE

Foundation

SPELLCAST TRAIT: KNOWLEDGE

Herbal Remedies: When you or an ally in the scene clears 1 or more Hit Points or Stress as the result of using a consumable, increase the number cleared by 1.

Enchanted Talisman: Once per rest, you can imbue a small item with your protective essence. **Spend any number of Hope** to place an equal number of tokens on this card. When the person holding the talisman takes damage, spend a token to reduce the number of Hit Points they mark by one. Clear all tokens from this card when you take a rest.

Juan Salvador Almencion

DH HF 019/063 | Daggerheart © Darrington Press 2026

HEDGE

Specialization

Walk Between Worlds: During a moment of calm, make a **Spellcast Roll (13)**. Once per rest on a success, you can **mark a Stress** to step beyond the veil of death and converse with any nearby spirits. Place a number of tokens equal to your Spellcast trait on this card and remove one each time a spirit answers a question. When the last token is removed or at the end of the scene, you return to the Mortal Realm in the same spot you left it.

Vexing Malison: You have advantage on attacks against *Hexed* creatures.

Juan Salvador Almencion

DH HF 020/063 | Daggerheart © Darrington Press 2026

HEDGE

Mastery

Circle of Power: Once per rest, mark a circle on the ground outlining a Very Close area around you, and place a number of tokens equal to your Spellcast trait on this card. While within this circle, you and your allies gain a +2 bonus to damage thresholds, attack rolls, and Evasion. Remove a token each time you or an ally within the circle makes an action roll or evades an attack. This spell lasts until the last token is removed or you exit the circle.

Juan Salvador Almencion

DH HF 021/063 | Daggerheart © Darrington Press 2026

MOON

Foundation

SPELLCAST TRAIT: INSTINCT

Night's Glamour: Make a **Spellcast Roll (13)** to *Glamour* yourself in a bewitching facade. While *Glamoured*, you have advantage on rolls that leverage your illusory appearance. Additionally, adversaries within Close range must mark a Stress to attack you.

Unless you **mark a Stress** to maintain your *Glamour*, it drops when you mark a Hit Point or deal damage.

Jenny Tan

DH HF 022/063 | Daggerheart © Darrington Press 2026

MOON

Specialization

Moonbeam: Once per session, you can conjure a column of moonlight that illuminates the area within Close range until the end of the scene. While bathed in this moonlight, you and your allies gain a +1 bonus to Spellcast Rolls and can see through illusions.

Ire of Pale Light: When a *Hexed* creature within Very Far range fails an attack, they must mark a Stress.

Jenny Tan

DH HF 023/063 | Daggerheart © Darrington Press 2026

MOON

Mastery

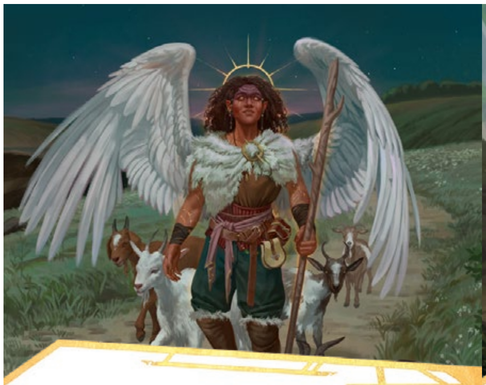
Lunar Phases: At the beginning of each session, roll a **d6** and place it on this card. You gain the matching effect until the end of session.

Roll	Phase	Effect
1	New	**Spend a Hope** to negate Minor damage.
2–3	Waxing	+2 to damage rolls
4	Full	+3 to damage thresholds
5–6	Waning	+1 to Evasion

Once per rest, you can **spend a Hope** to increase the value of this die by one. If you increase the value of a 6, it becomes a 1.

Jenny Tan

DH HF 024/063 | Daggerheart © Darrington Press 2026



AETHERIS

ANCESTRY

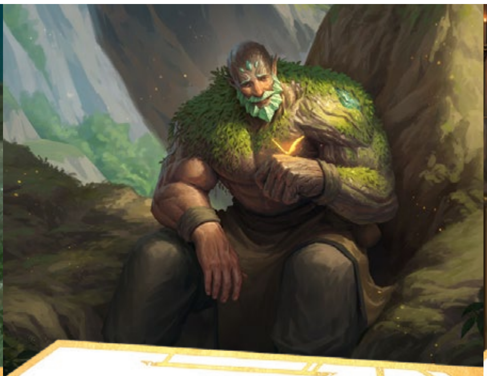
Aetheris are humanoids most easily recognized by their wings and sacred markings.

Hallowed Aura: Once per long rest when an ally within Close range rolls with Fear, you can change it into a roll with Hope instead.

Celestial Wings: You have wings that allow you to fly. Once per scene while flying, you can **spend a Hope** instead of marking an Armor Slot.

Zuzanna Wuzyk

DH HF 025/063 | Daggerheart © Darrington Press 2026



EARTHKIN

ANCESTRY

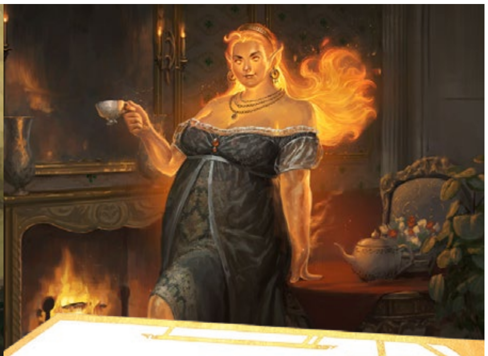
Earthkin are humanoids whose bodies are made of flesh and earth.

Stoneskin: Gain a permanent +1 bonus to your Armor Score and damage thresholds at character creation.

Immovable: While you're touching the ground, you can't be lifted or moved against your will.

Juan Salvador Almencion

DH HF 026/063 | Daggerheart © Darrington Press 2026



EMBERKIN

ANCESTRY

Emberkin are humanoids whose bodies are made of flesh and fire.

Fireproof: You are immune to damage from magical or mundane flame.

Ignition: **Mark a Stress** to wreathe your primary weapon in flame until the end of the scene. While the weapon is ablaze, it gives off a bright light, and you gain a **1d6** bonus to damage rolls with that weapon.

Juan Salvador Almencion

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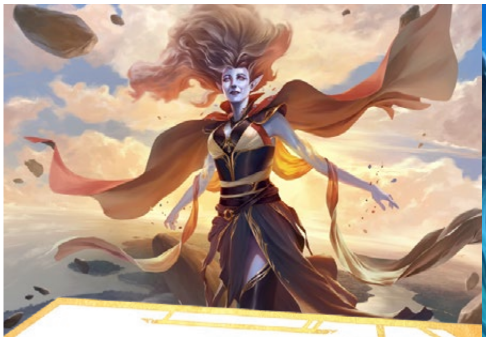


SKYKIN

ANCESTRY

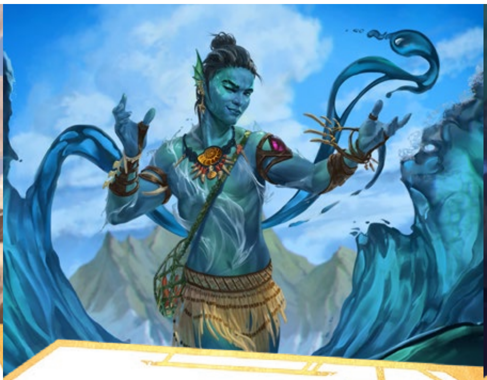
Skykin are humanoids whose bodies are made of flesh and air.

Gale Force: **Mark a Stress** to conjure a gust of wind that carries you or a Very Close ally up to Very Far range. Additionally, you can always control the speed at which you fall.

Eye of the Storm: **Spend 2 Hope** to grant you or an ally within Melee range a +1 bonus to Evasion until you take Severe damage or you use this feature again.

Mat Wilma

DH HF 029/063 | Daggerheart © Darrington Press 2026



TIDEKIN

ANCESTRY

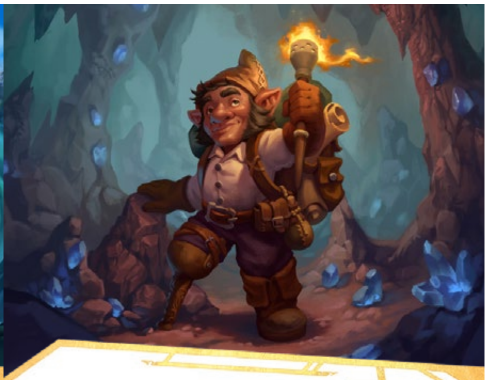
Tidekin are humanoids whose bodies are made of flesh and water.

Amphibious: You can breathe and move naturally underwater.

Lifespring: Once per rest when you have access to a small amount of water, you can **mark a Stress** to clear a Hit Point on yourself or an ally within Very Close range.

Ilya Royz

DH HF 030/063 | Daggerheart © Darrington Press 2026



GNOME

ANCESTRY

Gnomes are typically small humanoids with conical heads and the ability to teleport short distances.

Nimble Fingers: When you make a Finesse Roll, you can **spend 2 Hope** to reroll your Hope Die.

Flicker Step: Once per scene, you can teleport to another point you can see within Far range.

Luisa Costa

DH HF 028/063 | Daggerheart © Darrington Press 2026

COMMUNITY

DUNEBORNE

Being part of a duneborne community means you've made a home among the shifting sands and arid climate of the desert.

Oasis: During a short rest, you or an ally can reroll a die used for a downtime move and take the higher result.

Mat Wilma

DH HF 031/063 | Daggerheart © Darrington Press 2026

COMMUNITY

FREEBORNE

Being part of a freeborne community means you're from a collective that once lived under tyrannical rule but is now liberated.

Unbound: Once per session when you roll with Fear, you can change it into a roll with Hope instead.

Bear Frymire

DH HF 032/063 | Daggerheart © Darrington Press 2026

COMMUNITY

FROSTBORNE

Being part of a frostborne community means you come from a place of snow and ice.

Hardy: When you take a rest, you clear a Hit Point.

Ilya Royz

DH HF 033/063 | Daggerheart © Darrington Press 2026

COMMUNITIES

HEARTHBORNE

Being part of a hearthborne community means you come from humble origins, having lived in a modest village or quaint countryside.

Close-Knit: Once per long rest, you can **spend any number of Hope** to grant an ally within Far range an equal number of Hope.

Wesley Griffith

DH HF 034/063 | Daggerheart © Darrington Press 2026

REBORNE

You were once a member of a different community that you're no longer part of.

Found Family: Once per rest, you can **spend a Hope** to use an ally's Experience as if it were your own. When you do so, describe how your time with that ally prepared you for this moment.

When you join a new community or rediscover your old one, you can permanently trade this card for that one instead.

Wesley Griffith

DH HF 035/063 | Daggerheart © Darrington Press 2026

WARBORNE

Being part of a warborne community means you come from a place that is, or was, ravaged by war.

Brave Face: Once per session when you would be forced to mark a Stress, you can **spend a Hope** instead.

Daarken

DH HF 036/063 | Daggerheart © Darrington Press 2026

TRANSFORMATIONS

TRANSFORMATION

DEMIGOD

Demigods are mortal creatures whose veins flow with the blood of the gods.

Gifted: You gain a +1 bonus to action, reaction, and damage rolls.

Weight of Divinity: When you fail a roll, you must mark a Stress or the GM gains a Fear.

Katerina Ladon

DH HF 037/063 | Daggerheart © Darrington Press 2026

TRANSFORMATION

GHOST

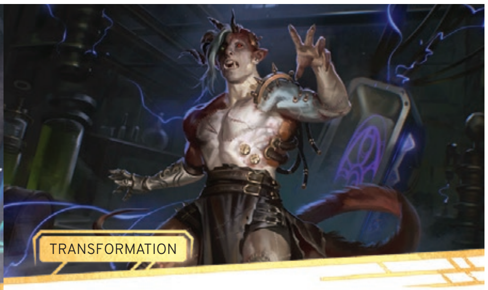
Ghosts are the spirits of the once-living who are bound to the Mortal Realm.

Unfinished Business: Work with your GM to decide what purpose or desire keeps you bound to the Mortal Realm. When you fulfill it, you cross through the veil of death.

Ephemeral: Your body wavers in and out of being corporeal. You are resistant to physical damage, take double magic damage, and can **mark 2 Stress** to momentarily pass through a solid object.

Reiko Murakami

DH HF 038/063 | Daggerheart © Darrington Press 2026



REANIMATED

Reanimated are corpses who have been brought back to life.

Corpse: During a rest, you can clear Hit Points only if you have access to remains from a recently deceased creature. Describe how you use these materials to maintain your corpse.

Won't Stay Dead: When you choose the Risk It All death move and fail, you can **permanently mark a Hit Point** to succeed instead. When you do, you still use the Hope Die's value to clear Hit Points and Stress. When you permanently mark your last Hit Point, you pass through the veil of death.

Katerina Ladon

DH HF 039/063 | Daggerheart © Darrington Press 2026

TRANSFORMATION

SHAPESHIFTER

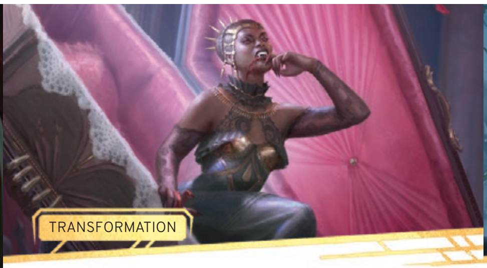
Shapeshifters are creatures who can change their physical form.

Change Shape: During a rest, you can use a downtime move to swap your current ancestry with another. When you do, describe how your appearance changes.

Only Skin Deep: You gain the benefit of only one of your chosen ancestry's features, which you select when you choose the ancestry. You can use a downtime move to choose a different feature from that ancestry.

Jenny Tan

DH HF 040/063 | Daggerheart © Darrington Press 2026



VAMPIRE

Vampires are undead creatures with sharp fangs who feed on the blood of the living.

Fangs: Make an attack using a trait of your choice to bite a target within Melee range. On a success, deal **d6** physical damage using your Proficiency.

Feed: On a successful "Fangs" attack against a creature that can bleed, you can **mark a Stress** to feed. Place a number of tokens on this card equal to the number of Hit Points the target marks. You can hold up to 6 tokens at a time. Before you make an action roll, you can spend a token to make your Fear Die a **d20**. When you take a long rest, remove a token. While there are no tokens on this card, you make action and reaction rolls with disadvantage.

Morgane Magloire

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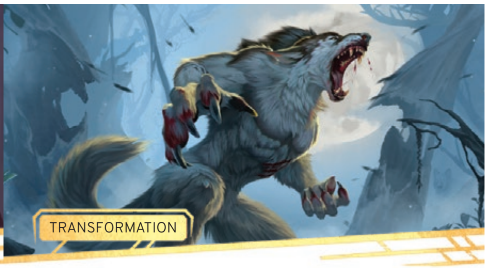

WEREWOLF

Werewolves are creatures who transform into large supernatural wolves.

Wolf Form: When you mark 1 or more Hit Points, you can **mark a Stress** to enter your Wolf Form. While in this form, you gain a **1d10** bonus to attack and damage rolls. When you roll with Hope while in Wolf Form, you must mark a Stress. Your Wolf Form lasts until you go into your "Howling Rampage" or take a rest.

Howling Rampage: When you mark your last Stress while in Wolf Form, you go into a rampage. Roll a number of **d20s** equal to your tier and deal that much physical damage to all creatures within Very Close range, then drop out of Wolf Form.

Ilya Royz

DH HF 042/063 | Daggerheart © Darrington Press 2026

1

1⚡

SPELL

BLIGHTING STRIKE

Make a **Spellcast Roll** against a target within Far range. On a success:

- On a roll with Hope, deal **d6+1** magic damage using your Proficiency. On a roll with Fear, deal **d10+1** magic damage using your Proficiency.
- The target's next successful attack deals half damage.

On a failure, you must spend a Hope or mark a Stress.

Arturo Gutiérrez González

DH HF 043/063 | Daggerheart © Darrington Press 2026

1

1⚡

SPELL

UMBRAL VEIL

Once per rest, you can **mark a Stress** to encase yourself in shadowy energy. When you do, place a number of tokens on this card equal to the number of Fear in the GM's pool. After an attack roll is made against you, you can spend any number of tokens to give the result a −1 penalty per token spent.

At the end of the scene, clear all unspent tokens.

Laura Galli

DH HF 044/063 | Daggerheart © Darrington Press 2026

1

0⚡

SPELL

VOICE OF DREAD

You can magically speak to a creature you can see, tormenting them with your words. Make a **Spellcast Roll** against them. On a success, they must mark a Stress and are frozen with terror, making them temporarily *Restrained*.

Laura Galli

DH HF 045/063 | Daggerheart © Darrington Press 2026

2

2⚡

SPELL

HIDEOUS RETRIBUTION

When an ally within Close range takes damage from a target you can see, you can make a reaction roll against the target using your Spellcast trait. On a success, **mark a Stress** to deal **d6** magic damage using your Proficiency.

Cybercatbug

DH HF 046/063 | Daggerheart © Darrington Press 2026

2

1⚡

SPELL

SIPHON ESSENCE

Make a **Spellcast Roll** against a target within Very Close range. Once per long rest on a success, the target takes **d12+4** magic damage using your Proficiency. On a success with Fear, you gain a +1 bonus to your Proficiency for this attack.

You clear a number of Hit Points equal to the number of Hit Points the target marked from this attack.

Jenny Tan

DH HF 047/063 | Daggerheart © Darrington Press 2026

3

1⚡

SPELL

SHARED TRAUMA

You can transfer suffering from one creature to another. Once per rest, mark any number of Hit Points on a willing creature within Melee range to clear an equal number of Hit Points on another willing creature within Melee range.

Kristina Gehrmann

DH HF 048/063 | Daggerheart © Darrington Press 2026

3

1⚡

SPELL

TERRIFY

Make a **Spellcast Roll** against a target within Close range. On a success, the target marks **1d4** Stress, and you can make the target flee one range away from you (such as Very Close to Close or Close to Far). On a success with Fear, the target also becomes temporarily *Vulnerable*.

Ilya Royz

DH HF 049/063 | Daggerheart © Darrington Press 2026

4

2⚡

SPELL

CHAINS OF AFFLICTION

Mark 2 Stress to temporarily *Chain* a target within Close range. When a *Chained* creature deals damage, the target of their attack marks one fewer Hit Point than they normally would. You can't have more than one creature *Chained* at a time.

Reiko Murakami

DH HF 050/063 | Daggerheart © Darrington Press 2026

4

2⚡

SPELL

SUMMON HORROR

Once per scene, **mark a Stress** to summon an otherworldly creature that deals **d8+1** magic damage using your Spellcast trait to a target within Far range. If the target marks any Hit Points from this attack, they must succeed on a **Reaction Roll (12)** to steel themselves against the horror or mark an equal number of Stress.

After making the attack, the creature dissipates.

Daarken

DH HF 051/063 | Daggerheart © Darrington Press 2026

5

2⚡

SPELL

DIRE STRIKE

When a target marks any number of Hit Points from an attack you make, you can **spend a Hope** to drain power from them. The GM loses a Fear.

Arturo Gutiérrez González

DH HF 052/063 | Daggerheart © Darrington Press 2026

5

0⚡

SPELL

SPECTRAL MIST

Spend 2 Hope to conjure an eerie mist that turns you and allies of your choice within Close range momentarily incorporeal. While a creature is incorporeal, they can move through solid objects and are immune to physical damage. They become corporeal again after they pass through a solid object or make an action roll. Otherwise, this effect lasts until the end of the scene.

Kristina Gehrmann

DH HF 053/063 | Daggerheart © Darrington Press 2026

6

2⚡

SPELL

DARKFIRE

Once per scene, **spend any number of Hope** to target an equal number of adversaries within Close range. Each target makes a **Reaction Roll (15)**. Targets who fail take **d8+6** magic damage using your Spellcast trait as they are engulfed in dark fire. Targets who succeed take half damage.

Maciej Wojtala

DH HF 054/063 | Daggerheart © Darrington Press 2026

6

1⚡

SPELL

JUMP SCARE

When you deal magic damage to a target, you can **mark a Stress** to teleport into Melee range with them. When you do, they are *Vulnerable* until they mark 1 or more Hit Points.

Tamara Osborn

DH HF 055/063 | Daggerheart © Darrington Press 2026

7

2⚡

ABILITY

DREAD-TOUCHED

When 4 or more of the domain cards in your loadout are from the Dread domain, gain the following benefits:

- When you succeed with Fear, you can **mark 2 Stress** to prevent the GM from gaining a Fear.
- Once per rest when making an action roll, you can gain a bonus to the roll equal to the number of Fear in the GM's pool.

Ilya Royz

DH HF 056/063 | Daggerheart © Darrington Press 2026

7

2⚡

SPELL

WALL OF HUNGER

Make a **Spellcast Roll (10)**. On a success, you can **spend a Hope** to create a visible wall of writhing necrotic energy between two points within Far range. The wall lasts until you mark a Hit Point or cast this spell again. A creature inside the wall when it appears or that passes through it must mark 2 Stress.

Juan Salvador Almencion

DH HF 057/063 | Daggerheart © Darrington Press 2026

8

2⚡

SPELL

DARK ARMY

Make a **Spellcast Roll (14)**. Once per long rest on a success, you can summon fiends that surround and move with you. Place 8 tokens on this card. When you deal damage to a target within Very Close range, you can spend any number of tokens to add **1d8** for each token spent to your damage roll. Additionally, when you take damage, you can spend any number of tokens to reduce the damage by **1d8** for each token spent. Each time you spend a token, a fiend acts on your behalf, then disappears.

When you take a rest, clear all unspent tokens.

Jenny Tan

DH HF 058/063 | Daggerheart © Darrington Press 2026

8

1⚡

SPELL

ELDRITCH FLESH

Gain a +1 bonus to your damage thresholds for each Stress you have marked.

Additionally, when you roll with Fear, you can **spend 2 Hope** to clear an Armor Slot.

Eliot Baum

DH HF 059/063 | Daggerheart © Darrington Press 2026

9

2⚡

SPELL

DAMNATION

Make a **Spellcast Roll** against a target within Far range. On a success, **mark any number of Stress** to roll an equal number of **d20s**, dealing magic damage equal to the total result. If this attack defeats the target, all adversaries within Far range of the target must mark a Stress.

Mat Wilma

DH HF 060/063 | Daggerheart © Darrington Press 2026

DREAD DOMAIN

9

1

ABILITY

SAVOR THE ANGUISH

When an adversary within Close range takes Severe damage, you can clear a Stress.

Katerina Ladon

DH HF 061/063 | Daggerheart © Darrington Press 2026

10

2

SPELL

AVATAR OF TERROR

Mark a Stress to transform into a creature fueled by fear. While in this form, you gain a **1d6** bonus to your damage rolls for each Fear in the GM's pool. Additionally, you gain a Hope when the GM spends a Fear to spotlight an adversary within Very Close range.

Before you make an action roll, you must spend a Hope. If you can't, you revert to your normal form.

Reiko Murakami

DH HF 062/063 | Daggerheart © Darrington Press 2026

10

2

ABILITY

INVOKE TORMENT

You deal double damage to targets that have all their Stress marked.

Additionally, when an adversary within Close range is defeated with all its Stress marked, you gain a Hope.

Tamara Osborn

DH HF 063/063 | Daggerheart © Darrington Press 2026

ASSASSIN SUBCLASSES

ASSASSIN

EXECUTIONERS GUILD

Foundation

SPELLCAST TRAIT: AGILITY

First Strike: The first time in a scene you succeed on an attack, you deal double damage.

Ambush: Your "Marked for Death" feature uses **d6s** instead of d4s.

Mat Wilma

DH HF 001/063 | Daggerheart © Darrington Press 2026

ASSASSIN

EXECUTIONERS GUILD

Specialization

Death Strike: When you deal Severe damage to a creature, you can **mark a Stress** to force them to mark an additional Hit Point.

Scorpion's Poise: You gain a +2 bonus to your Evasion against attacks made by a creature you've *Marked for Death.*

Mat Wilma

DH HF 002/063 | Daggerheart © Darrington Press 2026

ASSASSIN

EXECUTIONERS GUILD

Mastery

True Strike: Once per long rest when you fail an attack, you can **spend a Hope** to make it a success instead.

Backstab: Your "Marked for Death" feature uses **d8s** instead of d6s.

Mat Wilma

DH HF 003/063 | Daggerheart © Darrington Press 2026

ASSASSIN

POISONERS GUILD

Foundation

SPELLCAST TRAIT: KNOWLEDGE

Toxic Concoctions: **Mark a Stress** to place **1d4+1** tokens on this card. When you make a successful weapon attack, you can spend a token to afflict the target with a poison. You know these poisons:

- ***Ghost Petal:*** The target becomes temporarily *Vulnerable.*
- ***Grave Spore:*** The target must also mark a Stress.
- ***Leech Weed:*** You deal an extra **1d6** damage on this attack.

When you take a long rest, clear all unspent tokens.

Cybercatbug

DH HF 004/063 | Daggerheart © Darrington Press 2026

ASSASSIN

POISONERS GUILD

Specialization

Poison Compendium: You also know these poisons:

- ***Midnight Vine:*** The target has disadvantage on attack rolls until it marks a Stress to clear this condition.
- ***Gorgon Root:*** The target becomes temporarily *Restrained.*

Twin Fang: When you afflict a target *Marked for Death* with a poison you know, you can spend an additional token to also inflict the effect of a second poison you know.

Cybercatbug

DH HF 005/063 | Daggerheart © Darrington Press 2026

ASSASSIN

POISONERS GUILD

Mastery

Venomancer: You also know these poisons:

- ***Blight Seed:*** The target gains a −3 penalty to their damage thresholds until the end of the scene. This effect can't stack.
- ***Fear Leaf:*** You deal extra damage equal to the result of your Fear Die on this attack.
- ***Corpse Thorn:*** The target gains disadvantage on reaction rolls until the end of the scene.

Adder's Blessing: You are immune to poisons and other toxins.

Cybercatbug

DH HF 006/063 | Daggerheart © Darrington Press 2026

BRAWLER SUBCLASSES

BRAWLER

JUGGERNAUT

Foundation

Rugged: Gain a permanent +3 bonus to your Severe damage threshold.

Overwhelm: When you succeed on an attack against a target, you can **spend a Hope** to throw the target within Close range or to force them to mark a Stress.

Bear Frymire

DH HF 007/063 | Daggerheart © Darrington Press 2026

BRAWLER

JUGGERNAUT

Specialization

Surrounded: When you make an attack with a Melee weapon, you can **spend any number of Hope** to target an equal number of additional creatures within Melee range.

Eye for an Eye: Once per rest when an adversary within Melee range forces you to mark any number of Hit Points, you can **mark a Stress** to force them to mark the same number of Hit Points.

Bear Frymire

DH HF 008/063 | Daggerheart © Darrington Press 2026

BRAWLER

JUGGERNAUT

Mastery

Pummeljoy: When you critically succeed on a Melee weapon attack, you gain an additional Hope, clear an additional Stress, and gain a +1 bonus to your Proficiency for that attack.

Not Done Yet: When you take Severe damage, you can gain a Hope or clear a Stress.

Bear Frymire

DH HF 009/063 | Daggerheart © Darrington Press 2026

BRAWLER

MARTIAL ARTIST

Foundation

Stance Fighter: You can channel your inner resolve to shift into martial stances that grant you special benefits in combat.

Take the Martial Stances sheet and choose two martial stances from Tier 1. Each time you level up your character, choose an additional stance from your tier or lower.

Jenny Tan

DH HF 010/063 | Daggerheart © Darrington Press 2026

BRAWLER

MARTIAL ARTIST

Specialization

Keen Defenses: When you're targeted by an attack, you can **spend a Focus** to gain a bonus to your Evasion equal to your tier against the attack.

Focus Cannon: **Spend a Focus** to make an Instinct Roll against an adversary within Far range. On a success, deal **d20+3** magic damage using your Proficiency.

Jenny Tan

DH HF 011/063 | Daggerheart © Darrington Press 2026

BRAWLER

MARTIAL ARTIST

Mastery

Limit Breaker: Once per rest, you can perform an unbelievable feat of athletic prowess, such as running across water, leaping between distant rooftops, or scaling a building without needing to roll. When you do, gain a Hope and clear a Stress.

Flow State: You can **mark a Stress** instead of spending a Focus to shift into a different stance. Additionally, you can **spend a Focus** instead of marking a Stress to start a combo strike.

Jenny Tan

DH HF 012/063 | Daggerheart © Darrington Press 2026

WARLOCK SUBCLASSES

WARLOCK

PACT OF THE ENDLESS

Foundation

SPELLCAST TRAIT: PRESENCE

Patron's Mantle: **Spend a Favor** to cloak yourself in a terrifying aspect of your Patron that lasts until you take Severe damage or the scene ends. While this effect is active, you gain a bonus to your damage thresholds equal to your tier and have advantage on action rolls to intimidate a target.

Deathless Embrace: Once per rest, **spend any number of Favor** to roll an equal number of Patron Dice. For each result of 4 or higher, clear a Hit Point.

Daarken

DH HF 013/063 | Daggerheart © Darrington Press 2026

WARLOCK

PACT OF THE ENDLESS

Specialization

Harrowing Invocation: When an adversary targets you or an ally within Very Close range with an attack, you can **spend a Favor** to give them disadvantage on the roll. If the adversary fails the roll, they must also mark a Stress.

Damage Sink: Once per rest, you can **spend a Favor** to halve incoming damage.

Daarken

DH HF 014/063 | Daggerheart © Darrington Press 2026

WARLOCK

PACT OF THE ENDLESS

Mastery

Dark Aegis: Once per long rest when you would take damage, you can **spend a Favor** instead of marking Hit Points.

Draining Bane: When an adversary targets you or an ally within Very Close range with an attack, you can **spend a Favor** to *Drain* them. When you do, they must mark a Stress, and you can clear a Stress. While *Drained,* the target uses a **d12** instead of a d20 for attack rolls (including for advantage or disadvantage) until they fail a roll.

Daarken

DH HF 015/063 | Daggerheart © Darrington Press 2026

WARLOCK SUBCLASSES

WARLOCK

PACT OF THE WRATHFUL

Foundation

SPELLCAST TRAIT: PRESENCE

Patron's Fury: **Spend a Favor** to imbue your attacks with your Patron's power until you deal Severe damage or the scene ends. When you roll damage while this effect is active, you also roll a number of Patron Dice equal to your tier and add their total to the damage dealt.

Deadly Vengeance: When you mark any number of Hit Points from an attack, you can **spend a Favor** to roll an equal number of Patron Dice. For each result of 4 or higher, the attacker marks a Hit Point.

Letícia Freitas

DH HF 016/063 | Daggerheart © Darrington Press 2026

WARLOCK

PACT OF THE WRATHFUL

Specialization

Menacing Reach: **Spend a Favor** to increase the range of your primary weapon by one step (such as Melee to Very Close or Very Close to Close) to a maximum of Very Far range. This effect ends when you make a successful attack with that weapon.

Diminish My Foes: When you succeed with Hope on an action roll against a target, you can **spend any number of Favor** to force the target to mark an equal number of Stress.

Letícia Freitas

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WARLOCK

PACT OF THE WRATHFUL

Mastery

Fearsome Attack: **Spend a Favor** to reroll any number of your damage dice. You can continue spending Favor to use this feature on the same damage roll.

Otherworldly Ire: Once per rest when you take damage, you can **spend any number of Favor** to roll that many Patron Dice and target a number of creatures within Close range equal to the highest result. Each target must mark a Hit Point.

Letícia Freitas

DH HF 018/063 | Daggerheart © Darrington Press 2026

WITCH SUBCLASSES

WITCH

HEDGE

Foundation

SPELLCAST TRAIT: KNOWLEDGE

Herbal Remedies: When you or an ally in the scene clears 1 or more Hit Points or Stress as the result of using a consumable, increase the number cleared by 1.

Enchanted Talisman: Once per rest, you can imbue a small item with your protective essence. **Spend any number of Hope** to place an equal number of tokens on this card. When the person holding the talisman takes damage, spend a token to reduce the number of Hit Points they mark by one. Clear all tokens from this card when you take a rest.

Juan Salvador Almencion

DH HF 019/063 | Daggerheart © Darrington Press 2026

WITCH

HEDGE

Specialization

Walk Between Worlds: During a moment of calm, make a **Spellcast Roll (13)**. Once per rest on a success, you can **mark a Stress** to step beyond the veil of death and converse with any nearby spirits. Place a number of tokens equal to your Spellcast trait on this card and remove one each time a spirit answers a question. When the last token is removed or at the end of the scene, you return to the Mortal Realm in the same spot you left it.

Vexing Malison: You have advantage on attacks against *Hexed* creatures.

Juan Salvador Almencion

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WITCH

HEDGE

Mastery

Circle of Power: Once per rest, mark a circle on the ground outlining a Very Close area around you, and place a number of tokens equal to your Spellcast trait on this card. While within this circle, you and your allies gain a +2 bonus to damage thresholds, attack rolls, and Evasion. Remove a token each time you or an ally within the circle makes an action roll or evades an attack. This spell lasts until the last token is removed or you exit the circle.

Juan Salvador Almencion

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WITCH

MOON

Foundation

SPELLCAST TRAIT: INSTINCT

Night's Glamour: Make a **Spellcast Roll (13)** to *Glamour* yourself in a bewitching facade. While *Glamoured*, you have advantage on rolls that leverage your illusory appearance. Additionally, adversaries within Close range must mark a Stress to attack you.

Unless you **mark a Stress** to maintain your *Glamour*, it drops when you mark a Hit Point or deal damage.

Jenny Tan

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WITCH

MOON

Specialization

Moonbeam: Once per session, you can conjure a column of moonlight that illuminates the area within Close range until the end of the scene. While bathed in this moonlight, you and your allies gain a +1 bonus to Spellcast Rolls and can see through illusions.

Ire of Pale Light: When a *Hexed* creature within Very Far range fails an attack, they must mark a Stress.

Jenny Tan

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WITCH

MOON

Mastery

Lunar Phases: At the beginning of each session, roll a **d6** and place it on this card. You gain the matching effect until the end of session.

Roll	Phase	Effect
1	New	**Spend a Hope** to negate Minor damage.
2–3	Waxing	+2 to damage rolls
4	Full	+3 to damage thresholds
5–6	Waning	+1 to Evasion

Once per rest, you can **spend a Hope** to increase the value of this die by one. If you increase the value of a 6, it becomes a 1.

Jenny Tan

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ANCESTRIES

AETHERIS

ANCESTRY

Aetheris are humanoids most easily recognized by their wings and sacred markings.

Hallowed Aura: Once per long rest when an ally within Close range rolls with Fear, you can change it into a roll with Hope instead.

Celestial Wings: You have wings that allow you to fly. Once per scene while flying, you can **spend a Hope** instead of marking an Armor Slot.

Zuzanna Wuzyk

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EARTHKIN

ANCESTRY

Earthkin are humanoids whose bodies are made of flesh and earth.

Stoneskin: Gain a permanent +1 bonus to your Armor Score and damage thresholds at character creation.

Immovable: While you're touching the ground, you can't be lifted or moved against your will.

Juan Salvador Almencion

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EMBERKIN

ANCESTRY

Emberkin are humanoids whose bodies are made of flesh and fire.

Fireproof: You are immune to damage from magical or mundane flame.

Ignition: **Mark a Stress** to wreathe your primary weapon in flame until the end of the scene. While the weapon is ablaze, it gives off a bright light, and you gain a **1d6** bonus to damage rolls with that weapon.

Juan Salvador Almencion

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SKYKIN

ANCESTRY

Skykin are humanoids whose bodies are made of flesh and air.

Gale Force: **Mark a Stress** to conjure a gust of wind that carries you or a Very Close ally up to Very Far range. Additionally, you can always control the speed at which you fall.

Eye of the Storm: **Spend 2 Hope** to grant you or an ally within Melee range a +1 bonus to Evasion until you take Severe damage or you use this feature again.

Mat Wilma

DH HF 029/063 | Daggerheart © Darrington Press 2026

TIDEKIN

ANCESTRY

Tidekin are humanoids whose bodies are made of flesh and water.

Amphibious: You can breathe and move naturally underwater.

Lifespring: Once per rest when you have access to a small amount of water, you can **mark a Stress** to clear a Hit Point on yourself or an ally within Very Close range.

Ilya Royz

DH HF 030/063 | Daggerheart © Darrington Press 2026

GNOME

ANCESTRY

Gnomes are typically small humanoids with conical heads and the ability to teleport short distances.

Nimble Fingers: When you make a Finesse Roll, you can **spend 2 Hope** to reroll your Hope Die.

Flicker Step: Once per scene, you can teleport to another point you can see within Far range.

Luisa Costa

DH HF 028/063 | Daggerheart © Darrington Press 2026

COMMUNITIES

COMMUNITY

DUNEBORNE

Being part of a duneborne community means you've made a home among the shifting sands and arid climate of the desert.

Oasis: During a short rest, you or an ally can reroll a die used for a downtime move and take the higher result.

Mat Wilma

DH HF 031/063 | Daggerheart © Darrington Press 2026

COMMUNITY

FREEBORNE

Being part of a freeborne community means you're from a collective that once lived under tyrannical rule but is now liberated.

Unbound: Once per session when you roll with Fear, you can change it into a roll with Hope instead.

Bear Frymire

DH HF 032/063 | Daggerheart © Darrington Press 2026

COMMUNITY

FROSTBORNE

Being part of a frostborne community means you come from a place of snow and ice.

Hardy: When you take a rest, you clear a Hit Point.

Ilya Royz

DH HF 033/063 | Daggerheart © Darrington Press 2026

COMMUNITIES

COMMUNITY

HEARTHBORNE

Being part of a hearthborne community means you come from humble origins, having lived in a modest village or quaint countryside.

Close-Knit: Once per long rest, you can **spend any number of Hope** to grant an ally within Far range an equal number of Hope.

Wesley Griffith DH HF 034/063 | Daggerheart © Darrington Press 2026

COMMUNITY

REBORNE

You were once a member of a different community that you're no longer part of.

Found Family: Once per rest, you can **spend a Hope** to use an ally's Experience as if it were your own. When you do so, describe how your time with that ally prepared you for this moment.

When you join a new community or rediscover your old one, you can permanently trade this card for that one instead.

Wesley Griffith DH HF 035/063 | Daggerheart © Darrington Press 2026

COMMUNITY

WARBORNE

Being part of a warborne community means you come from a place that is, or was, ravaged by war.

Brave Face: Once per session when you would be forced to mark a Stress, you can **spend a Hope** instead.

Daarken DH HF 036/063 | Daggerheart © Darrington Press 2026

TRANSFORMATIONS

TRANSFORMATION

DEMIGOD

Demigods are mortal creatures whose veins flow with the blood of the gods.

Gifted: You gain a +1 bonus to action, reaction, and damage rolls.

Weight of Divinity: When you fail a roll, you must mark a Stress or the GM gains a Fear.

Katerina Ladon DH HF 037/063 | Daggerheart © Darrington Press 2026

TRANSFORMATION

GHOST

Ghosts are the spirits of the once-living who are bound to the Mortal Realm.

Unfinished Business: Work with your GM to decide what purpose or desire keeps you bound to the Mortal Realm. When you fulfill it, you cross through the veil of death.

Ephemeral: Your body wavers in and out of being corporeal. You are resistant to physical damage, take double magic damage, and can **mark 2 Stress** to momentarily pass through a solid object.

Reiko Murakami DH HF 038/063 | Daggerheart © Darrington Press 2026

TRANSFORMATION

REANIMATED

Reanimated are corpses who have been brought back to life.

Corpse: During a rest, you can clear Hit Points only if you have access to remains from a recently deceased creature. Describe how you use these materials to maintain your corpse.

Won't Stay Dead: When you choose the Risk It All death move and fail, you can **permanently mark a Hit Point** to succeed instead. When you do, you still use the Hope Die's value to clear Hit Points and Stress. When you permanently mark your last Hit Point, you pass through the veil of death.

Katerina Ladon DH HF 039/063 | Daggerheart © Darrington Press 2026

TRANSFORMATION

SHAPESHIFTER

Shapeshifters are creatures who can change their physical form.

Change Shape: During a rest, you can use a downtime move to swap your current ancestry with another. When you do, describe how your appearance changes.

Only Skin Deep: You gain the benefit of only one of your chosen ancestry's features, which you select when you choose the ancestry. You can use a downtime move to choose a different feature from that ancestry.

Jenny Tan DH HF 040/063 | Daggerheart © Darrington Press 2026

TRANSFORMATION

VAMPIRE

Vampires are undead creatures with sharp fangs who feed on the blood of the living.

Fangs: Make an attack using a trait of your choice to bite a target within Melee range. On a success, deal **d6** physical damage using your Proficiency.

Feed: On a successful "Fangs" attack against a creature that can bleed, you can **mark a Stress** to feed. Place a number of tokens on this card equal to the number of Hit Points the target marks. You can hold up to 6 tokens at a time. Before you make an action roll, you can spend a token to make your Fear Die a **d20**. When you take a long rest, remove a token. While there are no tokens on this card, you make action and reaction rolls with disadvantage.

Morgane Magloire DH HF 041/063 | Daggerheart © Darrington Press 2026

TRANSFORMATION

WEREWOLF

Werewolves are creatures who transform into large supernatural wolves.

Wolf Form: When you mark 1 or more Hit Points, you can **mark a Stress** to enter your Wolf Form. While in this form, you gain a **1d10** bonus to attack and damage rolls. When you roll with Hope while in Wolf Form, you must mark a Stress. Your Wolf Form lasts until you go into your "Howling Rampage" or take a rest.

Howling Rampage: When you mark your last Stress while in Wolf Form, you go into a rampage. Roll a number of **d20s** equal to your tier and deal that much physical damage to all creatures within Very Close range, then drop out of Wolf Form.

Ilya Royz DH HF 042/063 | Daggerheart © Darrington Press 2026